INFORMATIC

INSTALLATION AND USER'S GUIDE

Theme Manager

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CHAPTER 1 : INTRODUCTION

1.1 Welcome

The **THEME MANAGER (TM) USER'S GUIDE** describes the general functionalities accessible in the dialogs of this application developed to start graphic applications linked to alphanumeric data and to enable the exploitation of an Organized Objects database.

!!! WARNING, we assume that **those of you who use** this solution already know **WinSTAR and STAR GIS** to make proper use of it and that the **administrator** of the application **knows how to configure an Organized Objects Database**.

!!! WARNING, this guide only describes Theme Manager operations. It gives no explanation on operating modes, use, commands, configurations and other software or database operations such as WinSTAR, Object Management, STAR GIS, OO DB, … That's why we recommend you to read:

- **TM presentation slides** (PowerPoint) used for TM seminars and training sessions
- **STAR Organized Objects - Development Guide** for the administrator of the application used with TM.
- **Theme Manager Administration Guide** for all problems or messages encountered while using TM
- **WinSTAR User's Guide** for all WinSTAR commands (shift, create, display options…)
- **Object Management Guide** for all WinSTAR alphanumeric categories
- **STAR GIS User's Guide** for STAR GIS environment.

Welcome and enjoy working with this application !

1.2 About this guide

The User's Guide is divided in 6 chapters:

CHAPTER 1 : INTRODUCTION
General TM presentation.
This chapter explains in details how to install, update and uninstall TM.

CHAPTER 2: INSTALLATION
This chapter explains how to setup, upgrade and uninstall TM.

CHAPTER 3 : CONFIGURATION
This chapter describes how to configure TM startup file.

CHAPTER 4 : EXPLOITATION
Exhaustive list of the functionalities offered by TM.

CHAPTER 5 : TIPS
This chapter presents a few technical recommendations sometimes quite useful if you have any problem of TM use, setup or configuration.

CHAPTER 6 : WHAT'S NEW
List of the most important enhancements and innovations in the latest TM release.

This document contains **hyperlinks and automatic bookmarks to the pages** to which they refer (Table of contents, cf. chapter 5 Tips, …). Most of these links and bookmarks are underlined.
This guide is thus optimized to be used in IT mode.

1.3 Introduction to Theme Manager

Theme Manager was specifically developed to **start graphic applications related to alphanumeric data**. This association is made possible by a **database** called **Organized Objects** (OO).

Theme Manager enables the user **to exploit and manage the themes and objects of an OO application**. It is **used together with a graphic editor such as WinSTAR or STAR GIS**, as well as **two alphanumeric databases**, the first one for **the data of the application** and the second one **to configure objects**.

It **can be also used** in an application such as UrbaSTAR, thus, **based on an Access application**. In that case, STAR GIS, WinSTAR and Access applications act as **OLE server.**
An OLE server is an application which provides information through an OLE communication protocol.

TM implementation, setup, configuration and training are fast and easy. We advise you, however, to **know about sessions** (WinSTAR and STAR GIS) and **Organized Objects to implement TM**.

Some of the TM functionalities are:

- **Start up the application**
- **Manage and use an OO database**
- **Load the graphic layers** mapping the objects (WinSTAR **maps/layers** or STAR GIS **GRP files**).
- **Enable an object**, triggering several object-related functionalities.
- **Define the** objects' **working contexts**.
- …

1.4 Introduction to TM interactivity

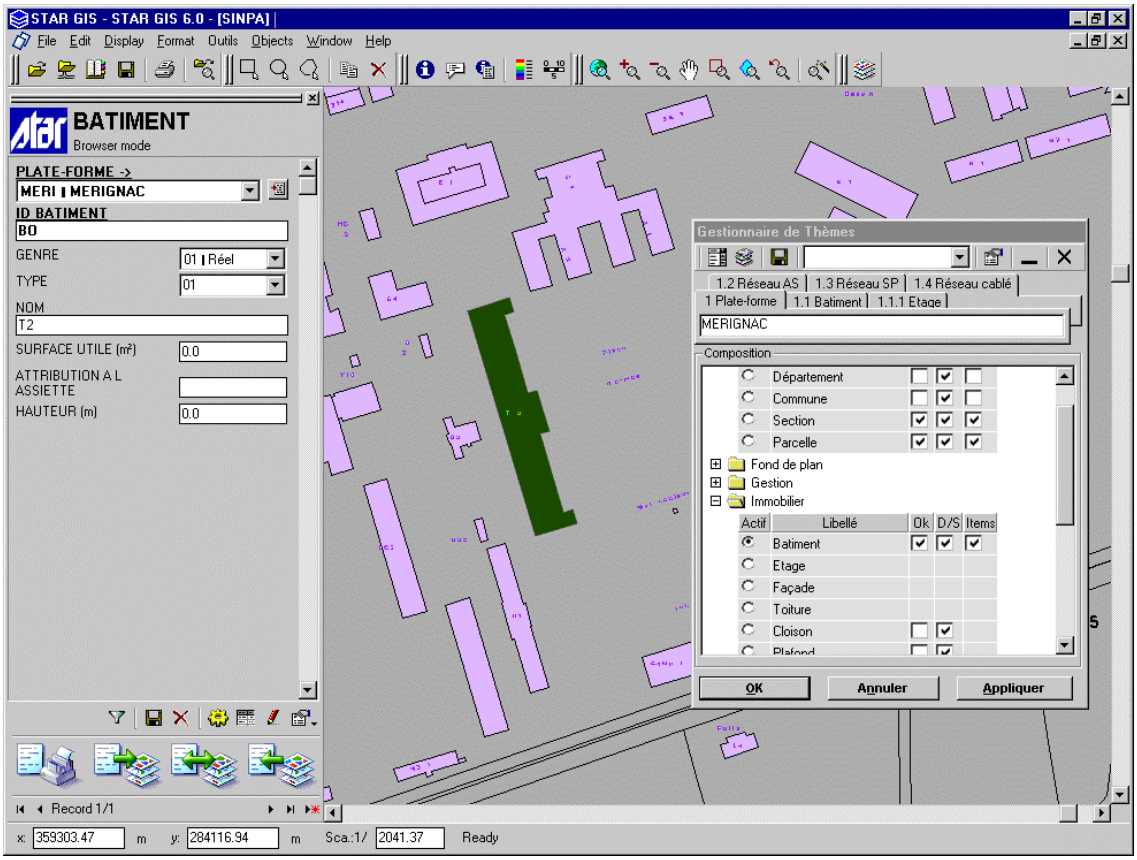
Theme Manager can be integrated into STAR GIS editor or WinSTAR graphic engine.

▷ **Components of STAR GIS interactivity (in details):**

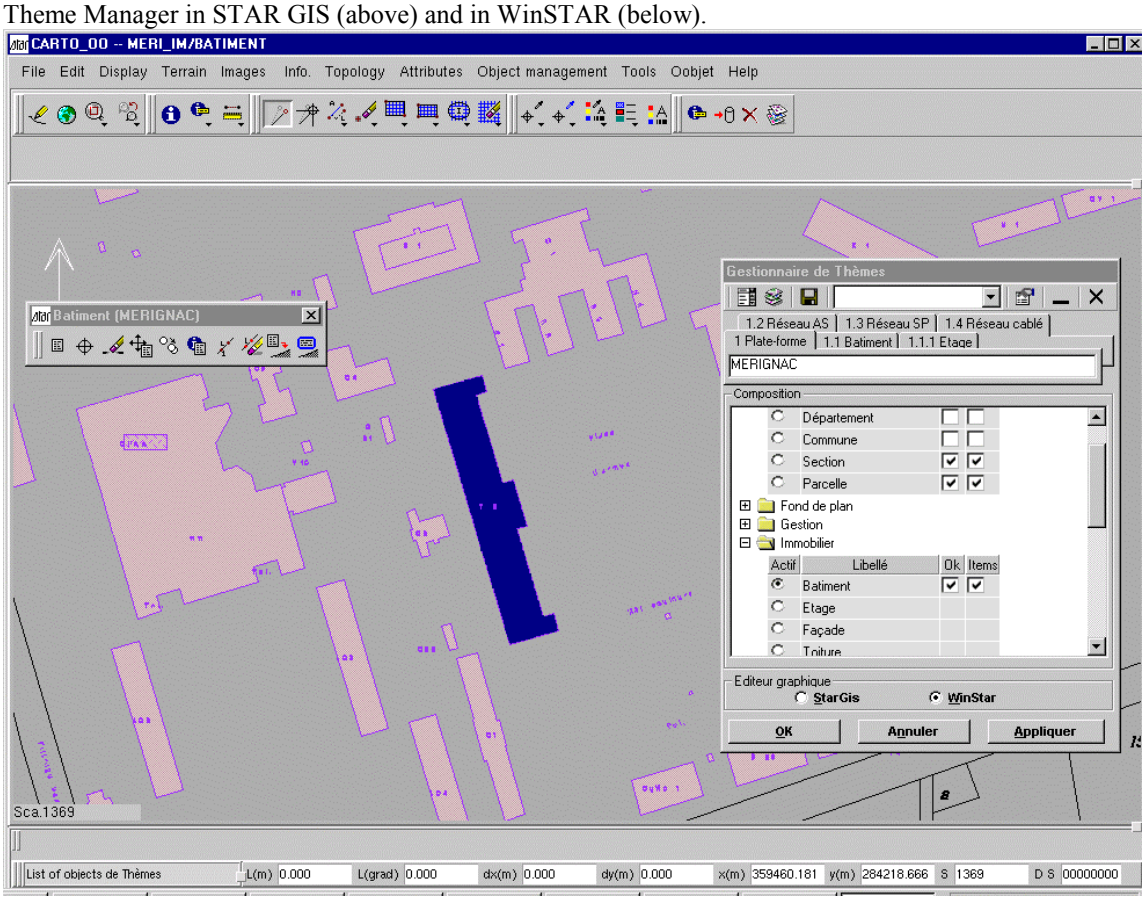
TM functionalities in **STAR GIS** are the same as in WinSTAR. Only the first **column** of objects, called '**Active**', runs differently. The selection of an object in STAR GIS **displays only the alphanumeric form linked to the object** while WinSTAR opens an action toolbar specific of this object.
Cf. screen dump on next page.

▷ **Components of WinSTAR interactivity (in details) :**

TM functionalities in **WinSTAR** are the same as in STAR GIS. Only the first **column** of objects, called '**Active**', runs differently. The selection of an object in STAR GIS **displays only the alphanumeric form linked to that object** while WinSTAR opens an action toolbar specific of this object.
Cf. screen dump on next page.



Theme Manager in STAR GIS (above) and in WinSTAR (below).



CHAPTER 2 : INSTALLATION

2.1 Prerequisites and warning

When installing **Theme Manager,** the user must have an **' administrator'** profile because system files may be upgraded.

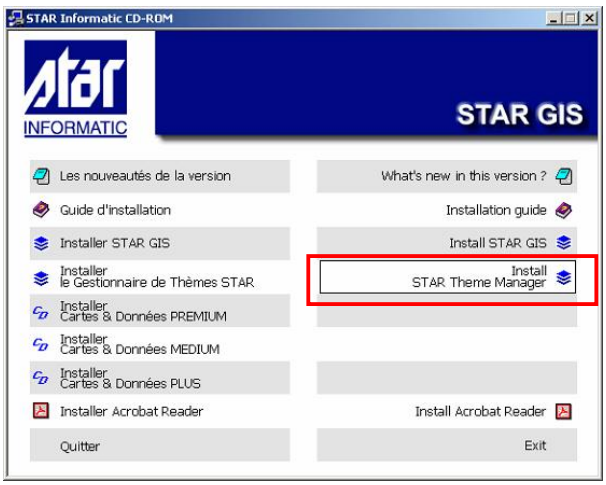
! ! ! **We also recommend you to close all running applications**.

! ! ! Enough **free space** is required for the system drive, temporary folders and the destination folder. Little free space, however, is needed to setup and configure Theme Manager (5 MB maximum).

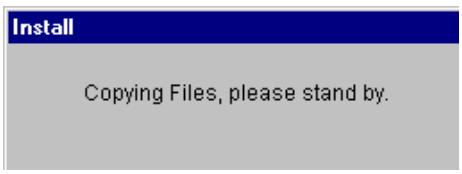
2.2 Installation

Theme Manager is to be installed from **STAR GIS** (V5.1 and up) or **WinSTAR** (V9.4 and up) cd-rom. Select the appropriate line on the first page, '**Install STAR Theme Manager**'.

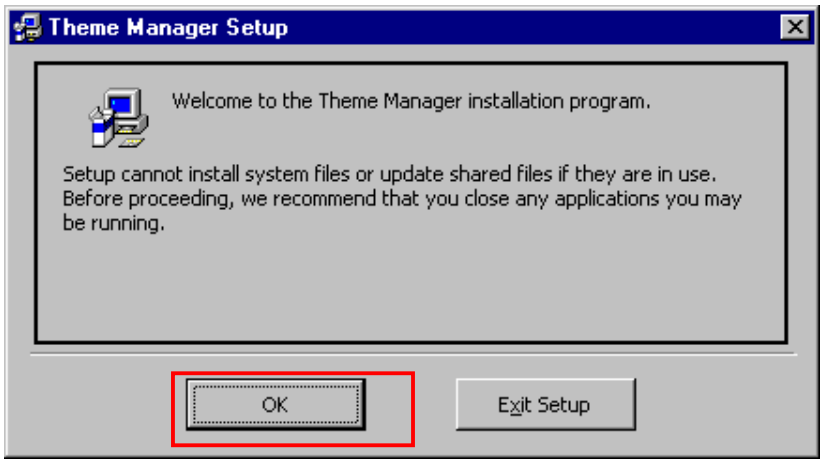
Setup is easy and fast. The operation goes through wizards, dialog boxes which direct the user during the whole preparation.



After having started the installation program, the system **copies files** it will need afterwards. A **window** appears during that operation and asks you to wait.

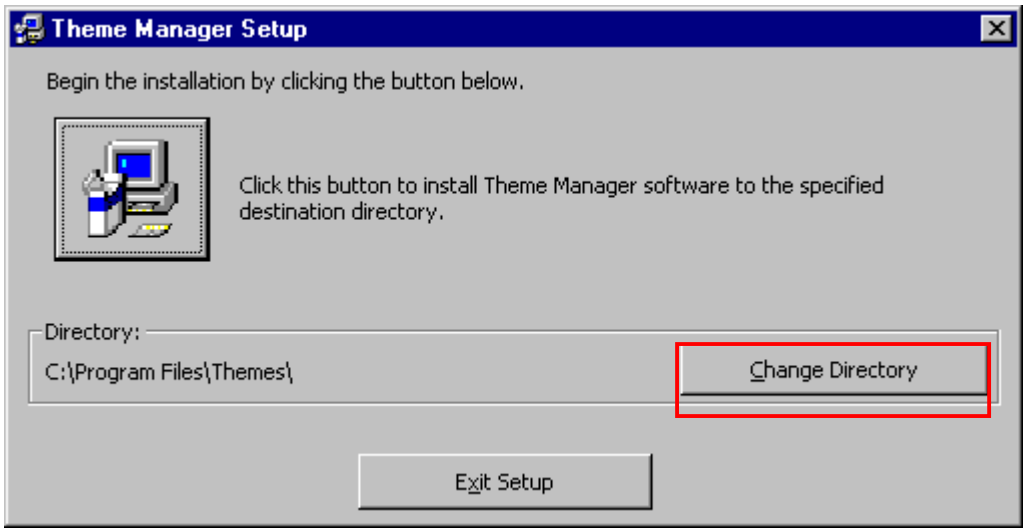


After having copied these files, the program asks you to **close all the applications but the installation one** in order to **upgrade system files, if necessary**.

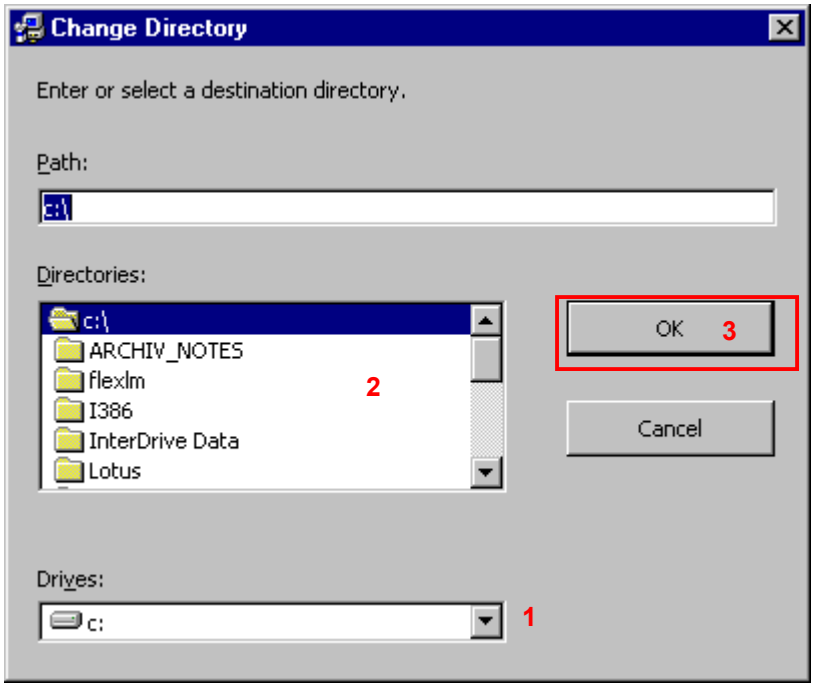

Theme Manager Setup
Welcome to the Theme Manager installation program.
Setup cannot install system files or update shared files if they are in use. Before proceeding, we recommend that you close any applications you may be running.
OK
Exit Setup

When you're sure that the installation program is the only one running, you may continue: simply click on '**OK**'.

A new dialog box appears. It enables you to choose the **directory in which the application is going to be setup**.


Theme Manager Setup
Begin the installation by clicking the button below.
Click this button to install Theme Manager software to the specified destination directory.
Directory:
C:\Program Files\Themes\
Change Directory
Exit Setup

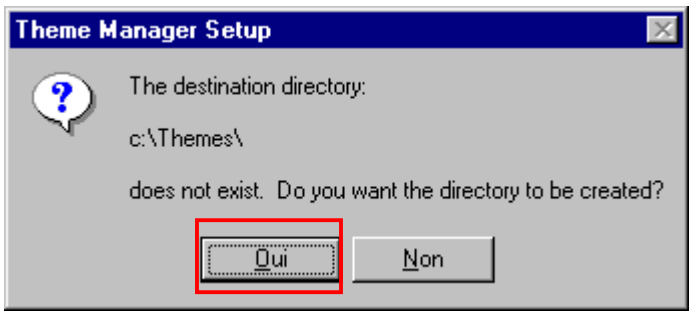
If you don't want to install Theme Manager in the default directory (C:/Program Files/Themes), simply click on '**Change directory'**. Define in the new dialog box (here under), the access path to the directory where the executable of the application is to be installed.



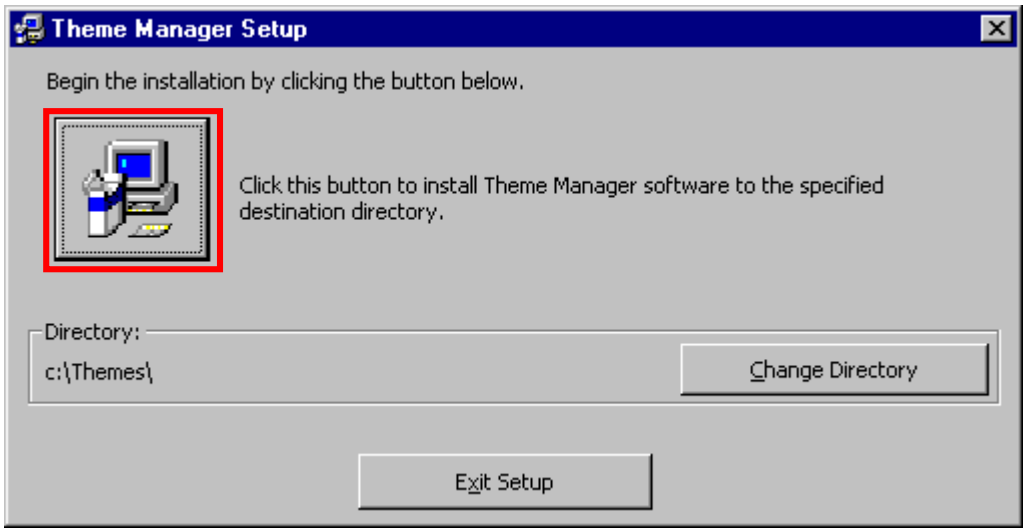
You can choose for instance a sub-directory in the graphic application you are using:
- C:\Starvw\Themes
- Or any other directory that will be easy to find afterwards.

To do so, choose the drive (1) and in its tree directory, select or create TM login directory (2). Click '**OK**' (3) to enable this access path.

If the installation directory does not exist, the procedure asks you to **confirm the creation of the destination directory** in the tree directory previously specified.
Click '**Oui**' (Yes) for validation. Otherwise, click '**Non**' (No) to choose another installation directory.

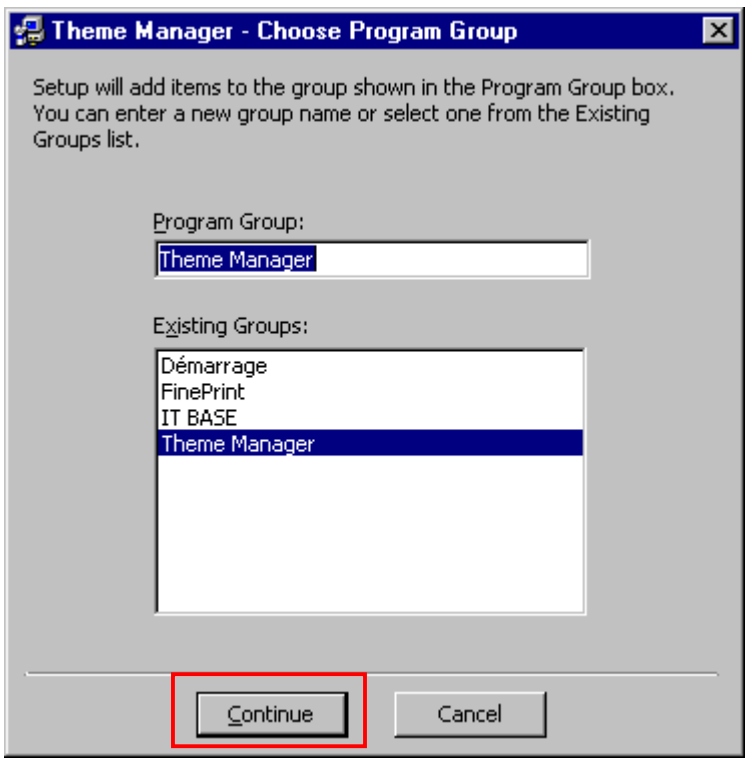


As soon as the destination directory is active, the setup program **confirms the access path where the executable is to be installed.**

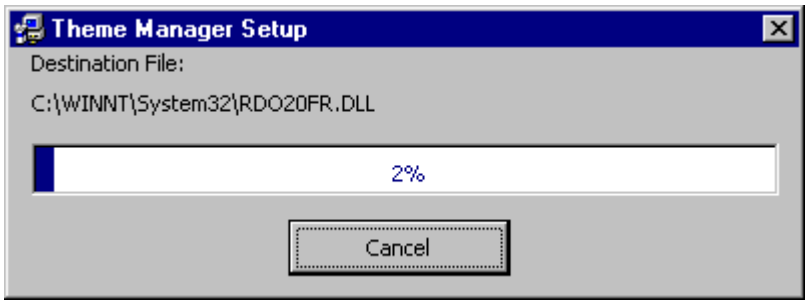

Theme Manager Setup
Begin the installation by clicking the button below.
Click this button to install Theme Manager software to the specified destination directory.
Directory:
c:\Themes\
Change Directory
Exit Setup

Click now on the '**Computer**' button in the panel here above to continue setup.

A last dialog box appears. **Define** in it **the name of the group** used to access the application from the **start menu** (Start/Programs/…).

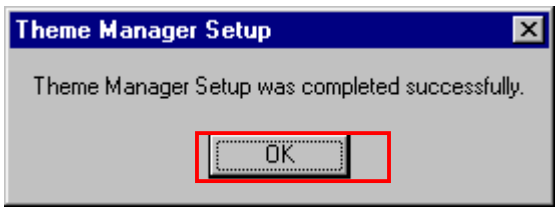

Theme Manager - Choose Program Group
Setup will add items to the group shown in the Program Group box. You can enter a new group name or select one from the Existing Groups list.
Program Group:
Theme Manager
Existing Groups:
Démarrage
FinePrint
IT BASE
Theme Manager
Continue
Cancel

After having defined the group where the shortcut to access the Theme Manager application (by default, 'Theme Manager'), needs to be, click on '**Continue'**. The setup program starts **installing TM components**.



In case of standard installation with no conflict of version, a message informs you that the **installation procedure is successfully completed**.

Click '**OK**' to close **Theme Manager setup**.



Now that setup is done, you need to configure the **'.INI' start files and the shortcuts to use the application** in a specific environment.

2.3 Types of files generated by Theme Manager

All the files created while TM was being setup, configured or used are to be found in the installation directory (for instance: C:/Themes) and in the directories that store .INI. files.

Here is some information on these files:

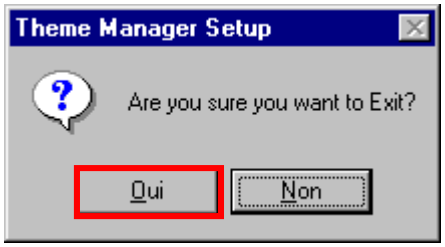
CompoDlg.exe	TM **executable**. The execution of this file creates shortcuts and, thus, configures working environments for the applications started with TM.
St6unst.log	**! ! ! Do not modify or delete this file !!!** It contains **information on TM application setup**. This file is used to delete all TM components automatically.
CompoDlg.log	This **log file** results from **–Debug option** on the start command line of the application. It lists all the actions done since the application has started.
<shortcut>.ini	ASCII files storing all **TM working settings**. These options are configured when a TM start shortcut is created. *Cf. Chapter 3 : CONFIGURATION*
<composition>.pc*	Files automatically generated when a **composition** is being created in Theme Manager. These compositions store the **layers**, the **display settings**, the **order of loaded layers**, the **frame**, the **object** and the **active contexts** when the composition is being saved.
TreeView.*	TM **working files**.

2.4 Upgrading

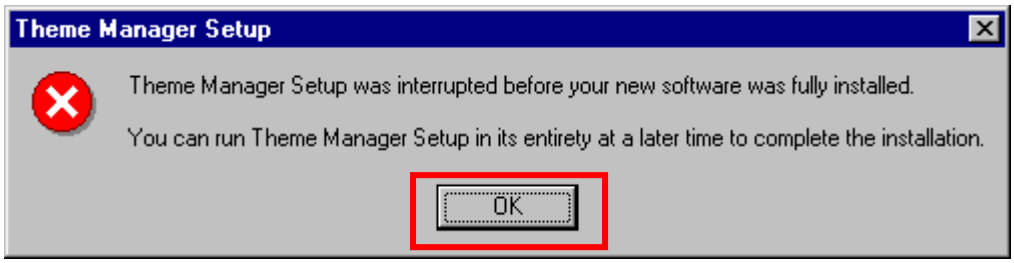
If Theme Manager is already setup on your computer, **uninstall the existing TM version before installing the new one**. This method avoids any conflict of version when installing and using Theme Manager.
For more info, go to '2.6 Uninstalling' on page 16.

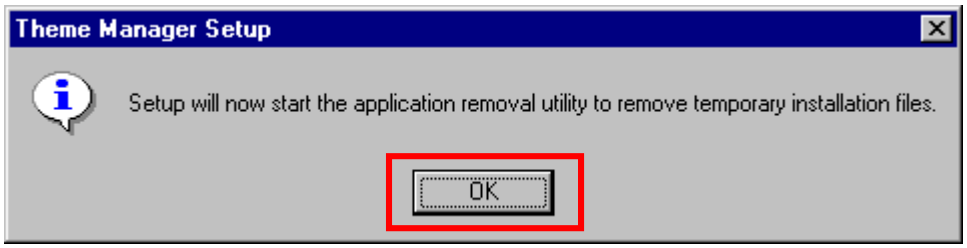
2.5 Canceling installation

You can cancel and close TM setup at any stage of the procedure. Either click on '**Exit installation'** or '**Cancel**' according to the dialog box accessible when you interrupt setup.
Using these buttons interrupts automatically the **installation procedure** and sends a confirmation message.

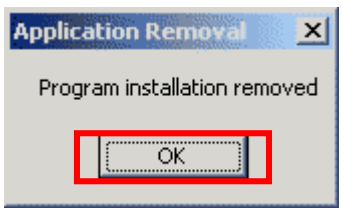


Validating ('**Oui**') this message **will uninstall** all **temporary installation files** already copied on your computer.


Theme Manager Setup
Theme Manager Setup was interrupted before your new software was fully installed.
You can run Theme Manager Setup in its entirety at a later time to complete the installation.
OK



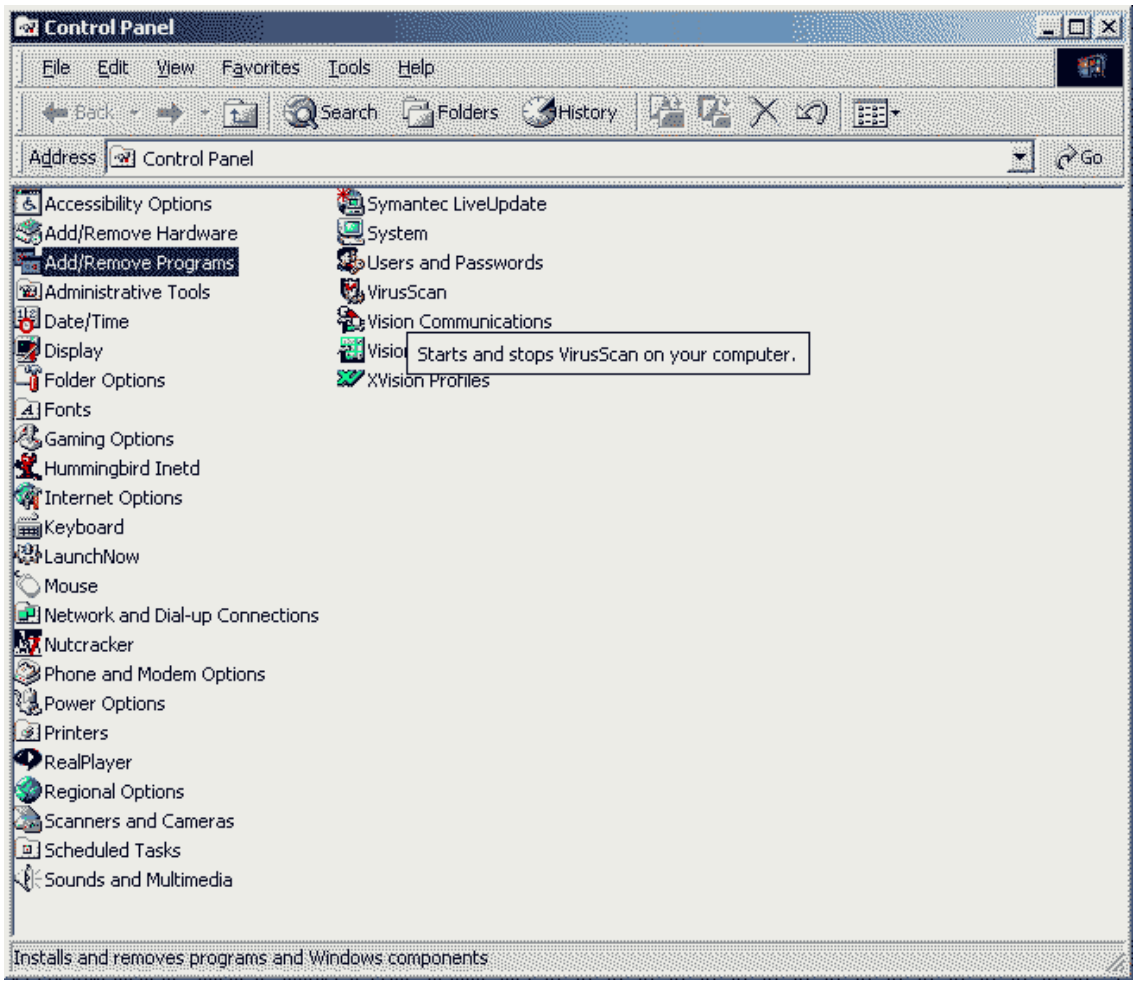
A last message informs you on the **setup closedown** and will confirm you that **all the components of the initialized installation** are **deleted**.



2.6 Uninstalling

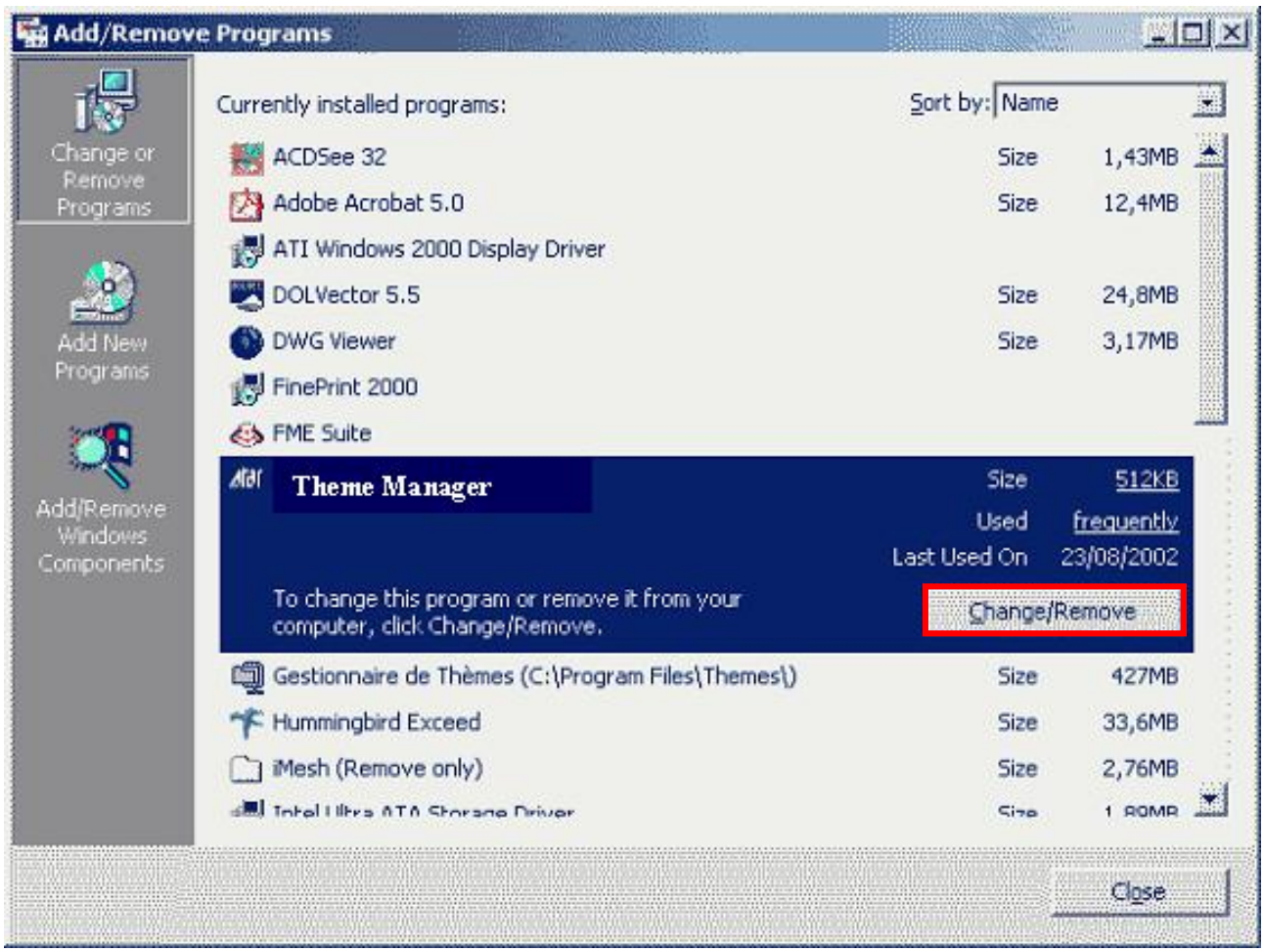
Note:
!!! If Theme Manager is already setup on your computer, **uninstall the existing TM version before installing the new one**. This method avoids any conflict of version when installing and using Theme Manager.

To **uninstall Theme Manager**:
Use a PC session with an **'administrator'** profile or having the rights to uninstall programs.
Close all applications running on your computer.
In 'Start/Settings/Control Panel', click '**Add/Remove Programs'.**

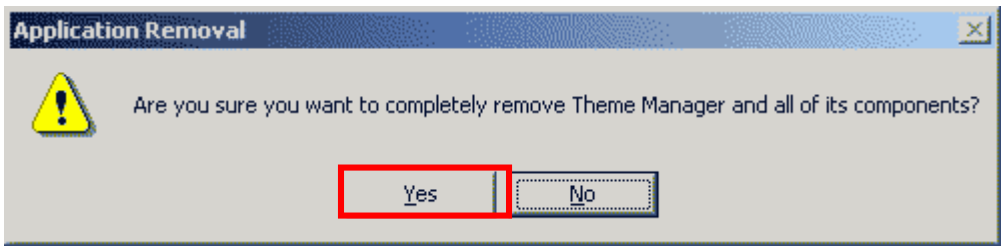


Then, select '**Theme Manager**' in the list of programs.

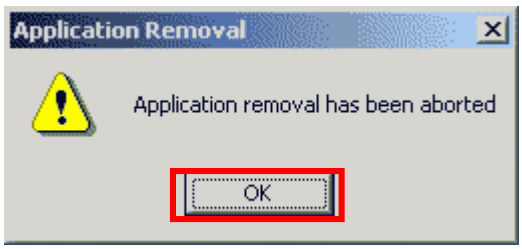
Click '**Change/Remove**'.



Click '**Yes**' (message here under) for validation.

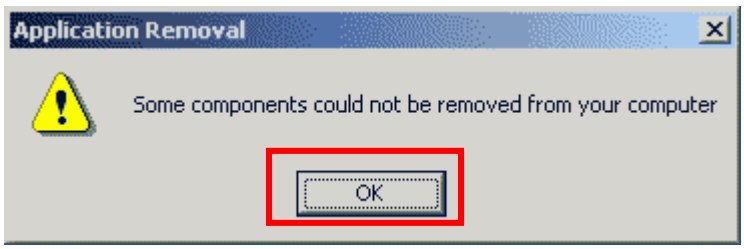


! ! ! If you don't confirm the removal of Theme Manager and its components, **the procedure will be aborted.**



! ! ! If you **uninstall Theme Manager**, only **CompoDlg.exe** and **St6unst.logs are deleted**. The ***.ini** files, **compositions** and **CompoDlg.log are preserved** in their original directory and are not overwritten if you reinstall Theme Manager in the same original directory.

! ! ! If your uninstallation environment is not stable, **error messages** may show up. Click '**OK**' to close them.



! ! ! When uninstalling TM, the system may discover that **files** are **shared**. We recommend you to **preserve** these files.

CHAPTER 3 : CONFIGURATION

3.1 Configuring shortcut

Theme Manager has been designed to start graphic applications associated to alphanumeric data.
TM needs **several pieces of information to start** correctly. These are defined in the dialog '**Configuration of Theme Manager'** and are **stored** in an **INI. file**.

The panel 'Configuration of Theme Manager' enables you to create a **shortcut** to be **used for starting applications** that need TM.

! ! ! You must **create as many shortcuts** as you need **different configurations** of TM and of the application.

! ! ! **Save startup files in different directories** if you want the compositions saved in TM to be exclusively accessible from the application that generated them.

To access the dialog **'Configuration of Theme Manager'**:

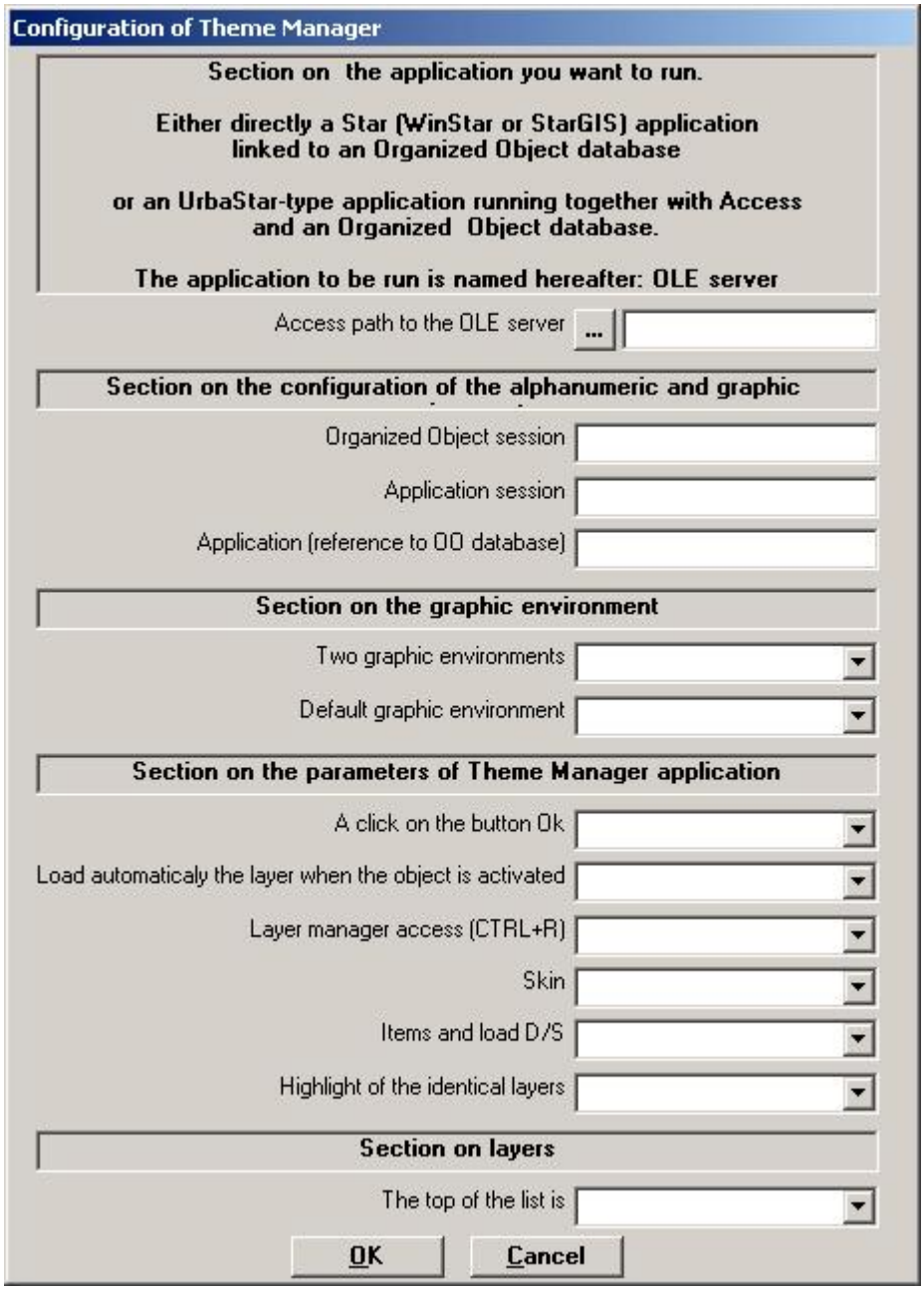
- in **Start/Programs/Theme Manager**, run '**Theme Manager**'

or

- in the **installation directory** (for instance: C:/Themes), double click on **CompoDlg.exe**

Regardless of the selected operating mode, a message (here under) asks you to **confirm the creation of a new initialization file**.
By clicking on **'Oui'** (Yes) for **validation,** you save an initialization file (.INI) and create a shortcut to start the selected application.

Remark
Theme Manager
is in charge of several environments
with Organized Objects help (cfr. documentation).
Use appropriate shortcut to start the application properly.
Do you want to create a new initialization file ?
Oui
Non


Configuration of Theme Manager
Section on the application you want to run.
Either directly a Star (WinStar or StarGIS) application linked to an Organized Object database
or an UrbaStar-type application running together with Access and an Organized Object database.
The application to be run is named hereafter: OLE server
Access path to the OLE server
...
Section on the configuration of the alphanumeric and graphic
Organized Object session
Application session
Application (reference to OO database)
Section on the graphic environment
Two graphic environments
Default graphic environment
Section on the parameters of Theme Manager application
A click on the button Ok
Load automaticaly the layer when the object is activated
Layer manager access (CTRL+R)
Skin
Items and load D/S
Highlight of the identical layers
Section on layers
The top of the list is
OK
Cancel

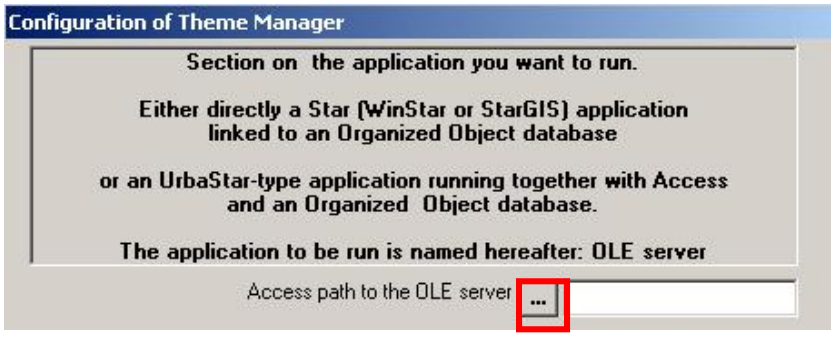
The elements to be specified in this dialog are gathered per section. Some multiple-choice answers appear in a pull-down list.

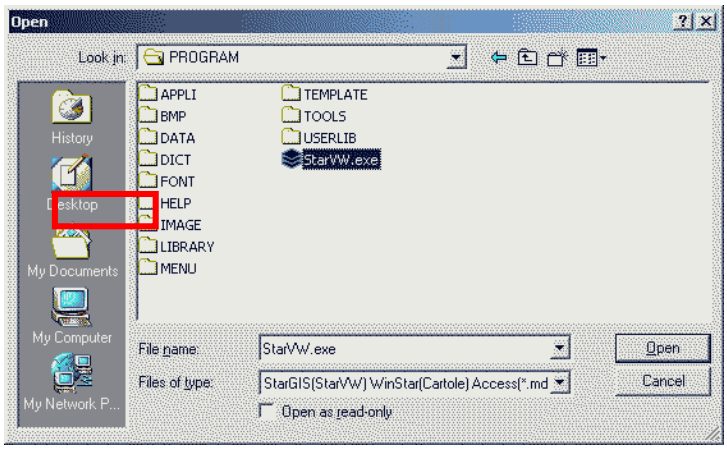
! ! ! We remind you that this guide gives no specific information on how to create ODBC sources or sessions necessary to access the data of your application. For more information, ask your GIS administrator *or read the guides mentioned in the section '1.1 Welcome' on page 6.*
If you need, nevertheless, to create ODBC sources to **connect to Oracle databases**, we recommend you to use the **Microsoft ODBC for Oracle driver**.

Here is the TM configuration in detail:

▷ Section on the application you want to run

This section concerns the **description of the OLE server** (WinSTAR, STAR GIS or other) to be started by Theme Manager.

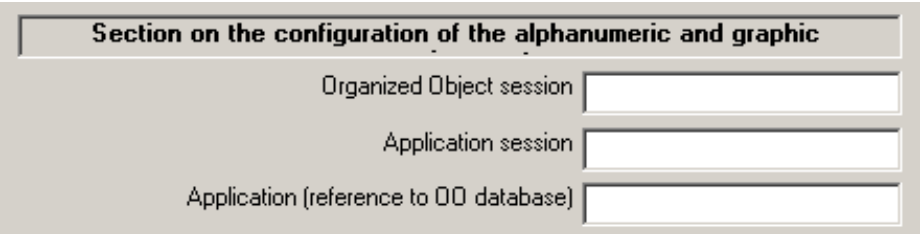

Configuration of Theme Manager
Section on the application you want to run.
Either directly a Star (WinStar or StarGIS) application linked to an Organized Object database
or an UrbaStar-type application running together with Access and an Organized Object database.
The application to be run is named hereafter: OLE server
Access path to the OLE server
...

Access path	*.mdb : MSAccess StarVW.exe : STAR GIS cartOLE.exe : WinSTAR	**Access path to OLE source server** (either .MDB or .EXE) Click on ... . In the new standard dialog box to open files, select the appropriate file according to the type of selected OLE server.  Only the concerned files and OLE server are accessible; their type is *.mdb, StarVW.exe and cartOLE.exe. Validating your selection automatically completes the field currently configured.

! ! ! If you have **several starvw.exe** (STAR GIS) **or cartOLE.exe** (WinSTAR) **versions** setup in your PC, you **absolutely need to save your OLE server in the registry.**
To do so, in a DOS window, go to the directory of your OLE server and encode:
starvw -regserver or cartole -regserver

▷ Section on the configuration of the alphanumeric and graphic environment

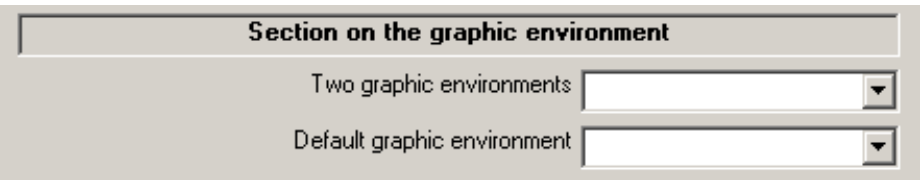
This section defines the settings of the **graphic and alphanumeric environment** of the login editor and of the application.

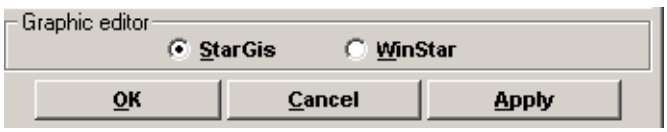

Section on the configuration of the alphanumeric and graphic
Organized Object session
Application session
Application (reference to OO database)

OO session	*Example :* `SINPA_OO`	Name of the **Organized Objects session (OO)**. This session stores only the place of the OO DB.
Application session	*Example :* `SINPA`	Name of the **session of the application**. This session specifies the place of the graphic and alphanumeric data to be queried. In STAR GIS, point to the oo_session in the session of the application. (Also, use the profile of the application). To do so, enable « Advanced options » of the 'Objects' category. Point to the OO session for the 'Object session' parameter.
Application name	*Example :* `SINPA`	**Name of the application** defined in the OO DB (field OAPPL.OA_NAME).

▷ Section on the graphic environment

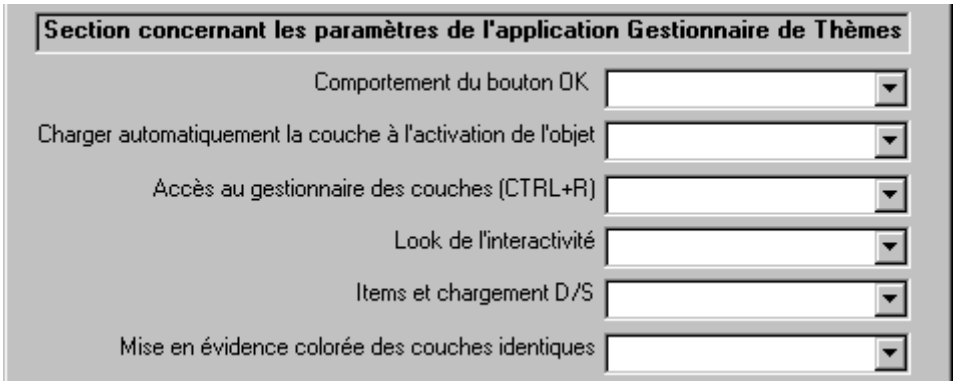
This section describes the **graphic environment** that is used.

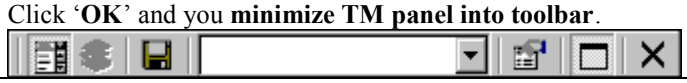
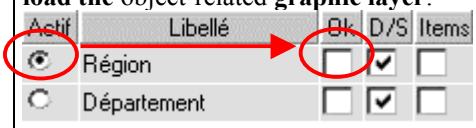
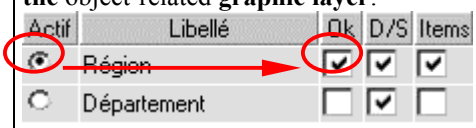
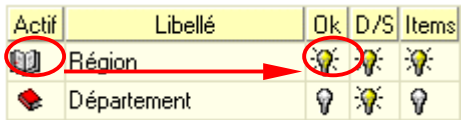


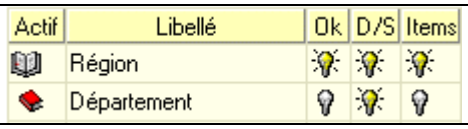
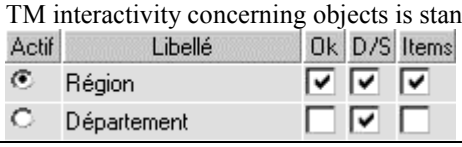
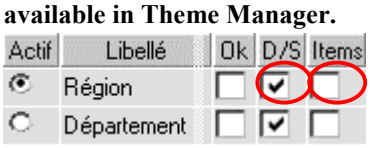
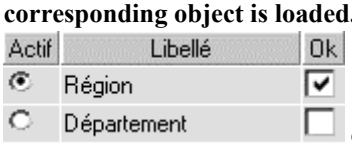
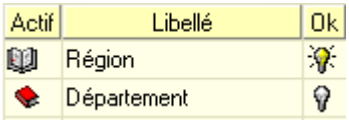
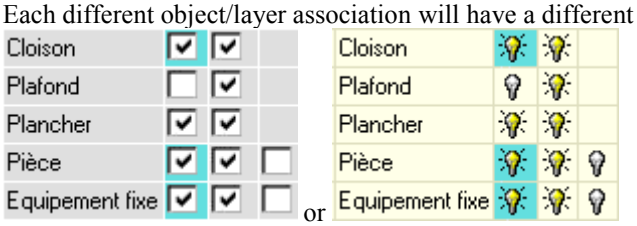
2 graphic environments	No	**One sole graphic editor** is available for data management
	Yes	It will be possible, **with the same shortcut** (in configuration), **to use the application with STAR GIS and WinSTAR**. 
Default graphic environment	StarGIS	If there are 2 editors, the **default one** will be **STAR GIS.**
	WinSTAR	If there are 2 editors, the **default one** will be **WinSTAR.**

▷ Section on TM parameters

This section defines the **parameters of the Theme Manager application.**

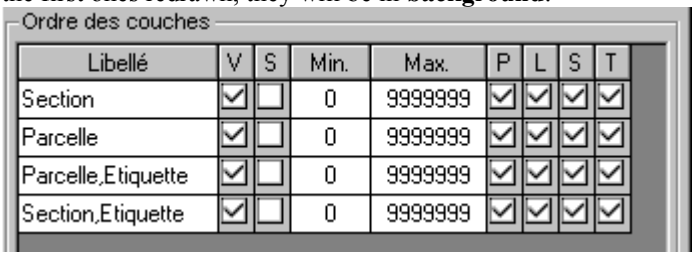
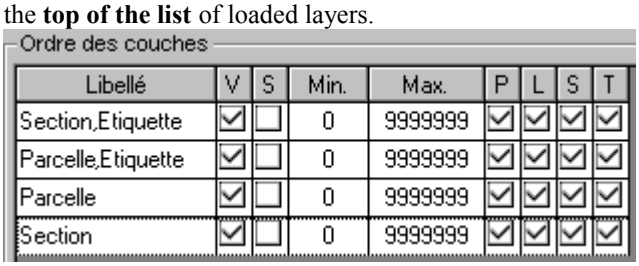

Section concernant les paramètres de l'application Gestionnaire de Thèmes
Comportement du bouton OK
Charger automatiquement la couche à l'activation de l'objet
Accès au gestionnaire des couches (CTRL+R)
Look de l'interactivité
Items et chargement D/S
Mise en évidence colorée des couches identiques

Click 'OK' button	Close TM	Click '**OK**' and you **close** TM dialog.
	Minimize TM	Click '**OK**' and you **minimize TM panel into toolbar**. 
Load layer automatically when object enabled	No	**Enabling** an **object** ('Active' column in TM) **does not automatically load the** object-related **graphic layer**.  or
	Yes	**Enabling** an **object** ('Active' column in TM) **loads automatically the** object-related **graphic layer**.  or 
Access layers manager (Ctrl + R)	No	This value **does not enable the user to use WinSTAR and STAR GIS layers manager (Ctrl+R' shortcut)**. As the layers manager is unavailable, TM's dialog "Layers order" will customize the layer display components.
	Yes	This value **lets WinSTAR and STAR GIS layers manager (Ctrl+R' shortcut) available.** However, in application mode, the dialog "Layers order" must be enough to customize the layers display components (layer and its graphic natures visible or not and scale range). 'Ctrl+R' must simply permit the display management of the background layers which are not managed by TM.
Interactivity look	New look	TM interactivity concerning TM will be the following:

		
	Standard look	TM interactivity concerning objects is standard as follows: 
Items and D/S loading	Displayed	**D/S options** (Dynamic/Static loading) **and Items** (additional layers) **are available in Theme Manager.**  or
	Hidden	**D/S options** (Dynamic/Static loading) **and Items** (additional layers) **are not available in Theme Manager.** **Items layers, however, are automatically loaded when the corresponding object is loaded.**  or 
Colored highlight of identical layers	No	Choose this option **and the boxes whose objects refer to one same layer, are not framed by a color contour but are still automatically selected**.
	Yes	**The boxes whose objects refer to one same layer are framed by a color contour.** Each different object/layer association will have a different color.  or

▷ **Section on the order in which the layers will be drawn**

This section defines the **display mode of the layers order**.

Top of the list of layers is … (layers order)	Background (STAR standard)	**Order identical to STAR GIS and WinSTAR**. In TM 'Layers order' section, the **layers at the top of the list** will be the first ones redrawn, they will be in **background**.  *Sections are in background, under the parcels which are under the texts.*
	Foreground	Intuitive order. In TM 'Layers order' section, the **foreground layers** are the ones at the **top of the list** of loaded layers.  *Sections are in background, under the parcels which are under the texts.*

Ordre des couches

Libellé	V	S	Min.	Max.	P	L	S	T
Section	☑	☐	0	9999999	☑	☑	☑	☑
Parcelle	☑	☐	0	9999999	☑	☑	☑	☑
Parcelle,Etiquette	☑	☐	0	9999999	☑	☑	☑	☑
Section,Etiquette	☑	☐	0	9999999	☑	☑	☑	☑

Ordre des couches

Libellé	V	S	Min.	Max.	P	L	S	T
Section,Etiquette	☑	☐	0	9999999	☑	☑	☑	☑
Parcelle,Etiquette	☑	☐	0	9999999	☑	☑	☑	☑
Parcelle	☑	☐	0	9999999	☑	☑	☑	☑
Section	☑	☐	0	9999999	☑	☑	☑	☑

▷ **Save configuration**

Click '**OK**' to save the configuration settings.
Encode the name of your configuration in the standard dialog box for saving files. This name will be the **name of the .INI file as well as the name of the shortcut** created on the desktop.

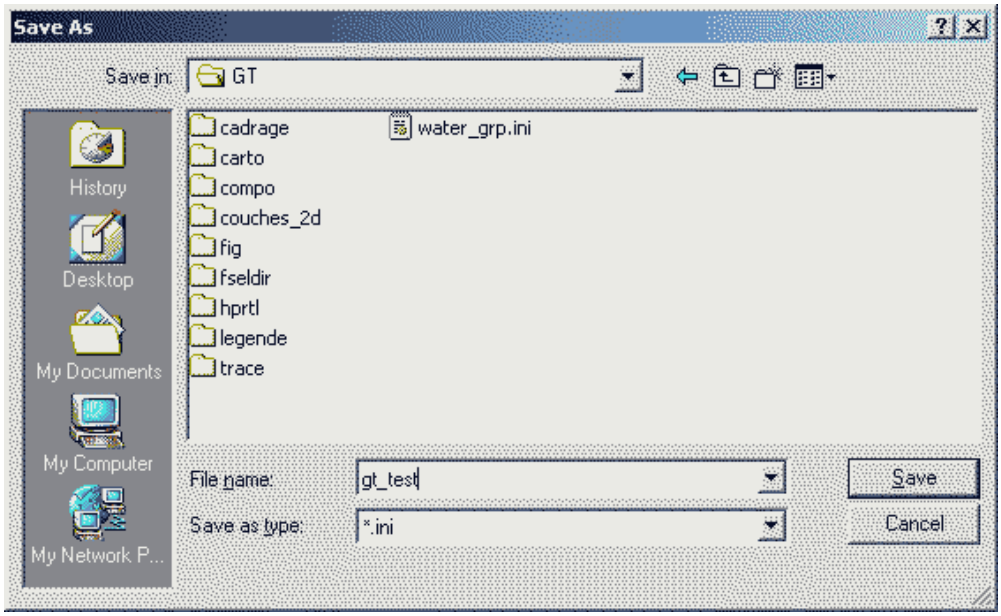
! ! ! Note : You need to **save the startup files in different directories** if you want the **compositions** *(Cf. 4.3 Toolbar on page 37)* saved in TM to **be exclusively accessible from the application that generated them**.

The name of the .INI file can be descriptive.
Example : SINPA_GIS_GT to specify that this shortcut will start Theme Manager and SINPA with STAR GIS as graphic editor or OLE server.

The directory in which the startup file of the application is saved (<*shortcut*>.*ini*) will also contain all TM composition files and working files.

! ! ! **All the fields of the control panel must be filled in.** Configuration will not be saved if one or several fields are still empty. A message will inform you when you click on 'OK'.

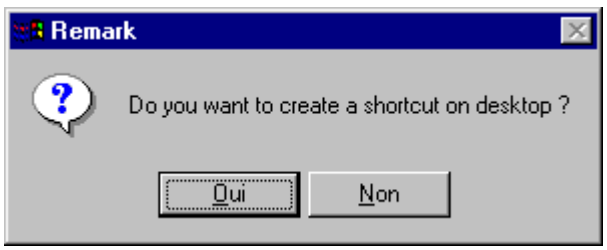
A **coherence control** is done when your configuration is being confirmed. A message tells you if a problem of coherence has been detected. Indeed, you can't choose OLE StarVW.exe server with default WinSTAR graphic editor.



After having confirmed saving the .INI file, the program asks you whether a shortcut must be created on desktop (message here under).

- If the answer is negative, it still will be possible to **create a shortcut manually**. *(Cf. 3.2 Creating shortcut manually here under)*.
- If the answer is positive, a **shortcut is created on desktop** and can be copied or moved to any other appropriate place. We remind you that the name of the shortcut corresponds to the name selected for the .INI file.

To start Theme Manager correctly, **we recommend you to define a shortcut**.

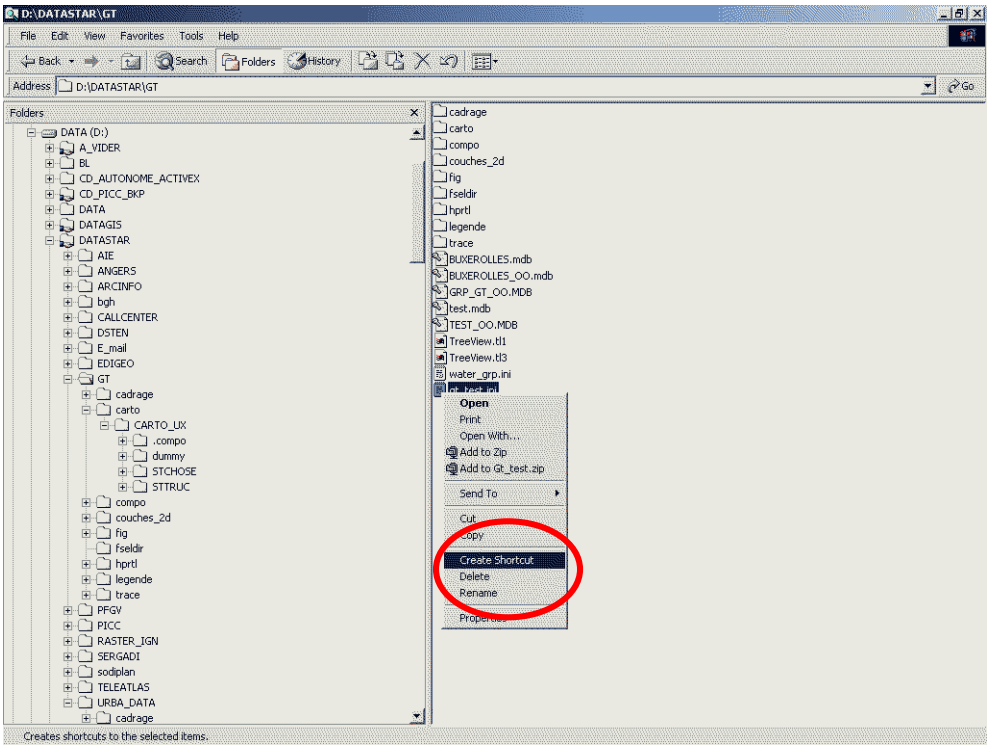


3.2 Creating shortcut manually

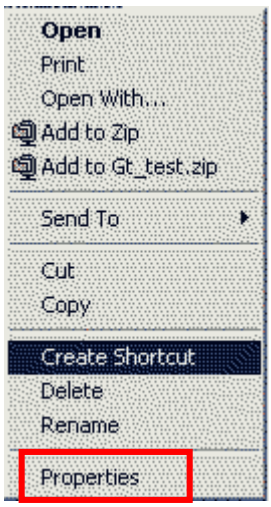
If, when saving a startup file (.INI), you did not confirm the automatic **shortcut** creation, you can also **create it manually**. To do so, follow the procedure:

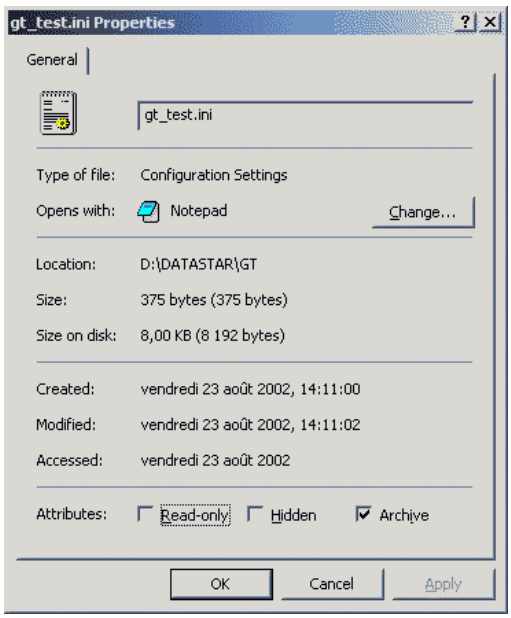
Create the shortcut of your .INI file in its backup directory. To do so, click on the right button of the mouse and choose in the menu.

! ! ! You can also create the shortcut from CompoDlg.exe or.INI file. The procedure remains the same.



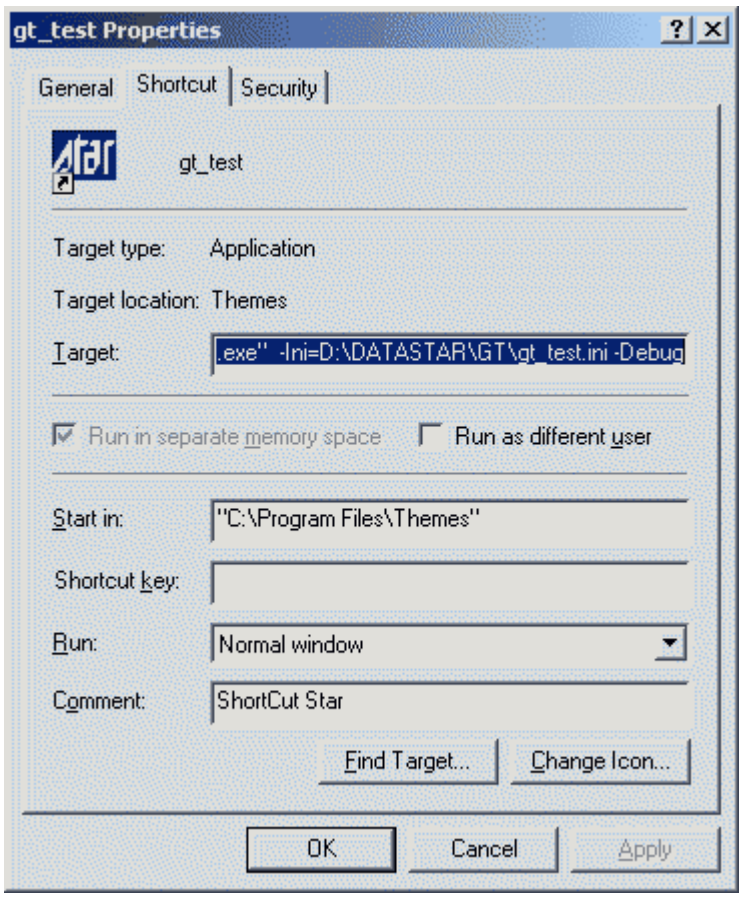
If necessary, **rename this shortcut**. Click ‘Rename’ (right click on the mouse) on this new file.
Then, to ask for the **properties of the shortcut**,click ‘Properties’ (right click of the mouse).





In **'Shortcut' tab, 'Target' field**, replace the existing value '*D:\Themes\SINPA_GIS_GT.ini'* with the following: *D:\THEMES\CompoDlg.exe -Ini=D:\THEMES\SINPA_GIS_GT.ini –Debug*.
The values given here above are just examples. Feel free to adapt the value of the target field as you like but respect the syntax (**<path of executable> -Ini=<path of INI file>**).

! ! ! A **–Debug argument** can be added to the command line.
TM **saves the trace of its execution in a file** (CompoDlg.log) whose access path is identical to the one of the executable (CompoDlg.exe).
Copy this file if you want to keep a trace of it because it is replaced at each execution.



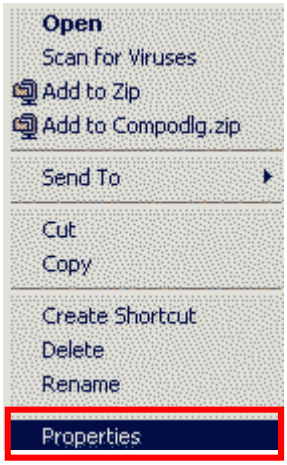
Click '**OK**' for validation.
Copy or move this shortcut on desktop or any other place you might think useful.

3.3 Shortcut modification and variant

▷ Modify shortcut

Use the following functionalities to modify an existing shortcut:

- **Edit its properties** (right click with the mouse on shortcut). The most important in "Shortcut" tab is the 'Target' field. If you deselect the –Debug option, CompoDlg.log will no longer be updated when your application runs.



- **Edit .INI file** and modify the values of the configuration settings.
  To do so, go to *'3.4 Content of .INI file' au-dessous.*

▷ **Shortcut variant**

To create a variant of an existing shortcut, you can use the following functionalities:

- **Duplicate the shortcut, then, edit its properties** (right click with the mouse on the shortcut) **to modify it**. The most important in "Shortcut" tab is the 'Target' field. If you deselect the –Debug option, CompoDlg.log will no longer be updated when your application runs.
- **Duplicate the .INI file, then, edit this copy, possibly renamed, to modify the values of the configuration settings.**
  To do so, go to *'3.4 Content of .INI file' au-dessous.*

3.4 Content of .INI file (shortcut parameters)

Note: The .INI startup file is generated via TM configuration dialog.
Cf. chapter 3 : CONFIGURATION on page 20.

The .INI file contains five sections. The three first ones (OLEServer, START and Viewer) concern the startup conditions of the application while the two last ones (Parameters et Layers) save the TM operating and working parameters in the started application.

Here is first an example of .INI file followed by detailed explanations on its content:
Example :

```
[OLEServer]
## Chemin d'accès au serveur OLE
Object=D:\STARVW61\PROGRAM\StarVW.exe
[START]
## Session des Objets Organisés
OO_Session=SINPA_OO
## Session de l'applicatif
Session=SINPA
## Applicatif/Application (référence à la Base de données OO)
Applicatif=city_control
[Viewer]
## Deux environnements graphiques (True=Oui) (False=Non)
2Editors=False
## Environnement graphique par défaut (0=StarGIS) (1=WinStar)
Editor=0
##
AutoStart=True
```

```
##
AutoStartFirst=False
##
Groups='Foncier','Immobilier','Voirie'
[Parameters]
##
MiniLeft=7650
##
MiniTop=0
##
MaxiLeft=9240
##
MaxiTop=1590
##
MaxColor=24
##
Rect=525176.625000 157080.343750 528938.857753 159524.421875
## Comportement du bouton OK  (True=Réduire le GT) (False=Fermer le GT)
ReduceWhenOk=False
##  Charger  automatiquement  la  couche  à  l'activation  de  l'objet  (True=Oui)
(False=Non)
FormAndMapsAutoLoad=True
## Accès au gestionnaire des couches (CTRL+R) (True=Oui) (False=Non)
VisibilityAndScale=True
## Look de l'interactivité (True=Look standard) (False=Nouveau look)
StandardLook=True
## Items et chargement D/S (False=Affiché) (True=Masqué)
User=False
## Mise en évidence colorée des couches identiques (True=Oui) (False=Non)
UseColors=True
[Layers]
## Le haut de la liste des couches est (0=Arrière plan (standard STAR)) (1=Premier
plan)
ReverseOrder=0
Editable=False
```

The sections of the initialization file are:

▷ OLEServer

This section concerns the **description of the OLE server** (WinSTAR, STAR GIS or other) to be enabled by Theme Manager.

Object	**Access path to source sever** (either .MDB or .EXE) *Examples :* *Object=D:\UrbaStar\Data\urba.mdb* *Object=D:\STARVW\Program\StarVW.exe* *Object=D:\WinSTAR\WinSTAR\x\cartOLE.exe*

▷ START

This section describes the parameters of the **graphic and alphanumeric environment** of the application's startup editor.

OO_Session	Name of the **Organized Objects session**. This session saves only the place of the OO DB. *Example :* *OO_Session=SINPA_OO*
Session	Name of the **session of the application**. This session specifies the place of the graphic

	and alphanumeric data to be queried. *Example :* `Session=SINPA`
Application	**Name of the application** defined in the OO DB (field OAPPL.OA_NAME). *Example :* `Applicatif=SINPA`

▷ Viewer

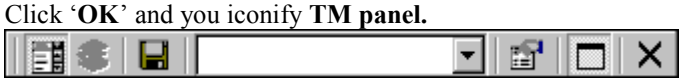
This section describes the **graphic environment** that is used.

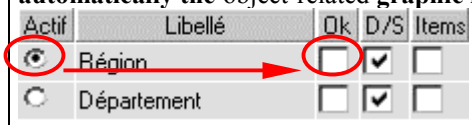
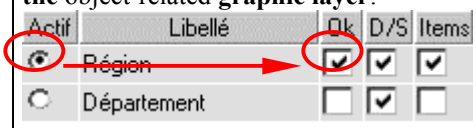
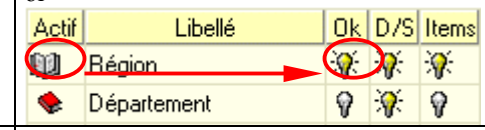
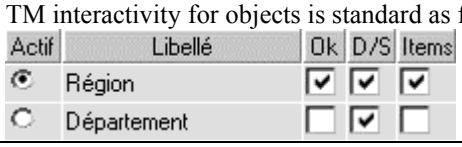
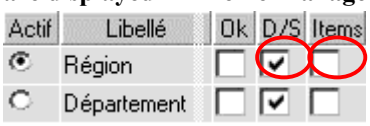
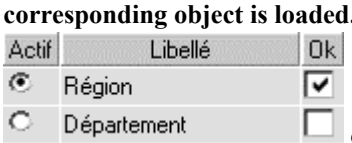
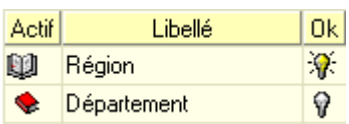
2Editors	False	**One sole graphic editor** is available for data management
	True	**The same shortcut** (currently configured) **will enable the user to use the application with STAR GIS and WinSTAR**.
Editor	0	In case of 2 editors, the **default one** will be **STAR GIS**
	1	In case of 2 editors, the **default one** will be **WinSTAR**
AutoStart	False	**No specific loading** when the application starts running: no loaded layer, no active object or context.
	True	**At restart**, the application **loads the last environment used**, that is the last composition, the active contexts and frame.
AutoStartFirst	False	No specific process
	True	**Themes** (**Groups**) or **Automatic start** (**AutoStart**) are modified.
Groups		Selection of the **themes available for the current user**. *Example :* `Groups='Land','Streets','Site'`

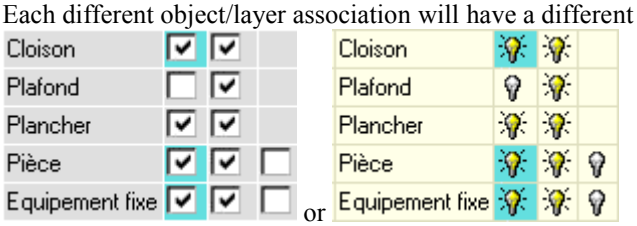
! ! ! The **AutoStart, AutoStartFirst and Groups** variables, that is the modification of the themes to be displayed and of the automatic loading of the last environment **is configured in Theme Manager** and not when the shortcut is created.
Cf '4.9 Definition of startup parameters' on page 47.

▷ Parameters

This section describes the **parameters of the TM application**.

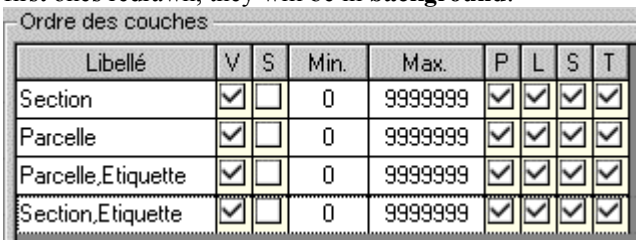
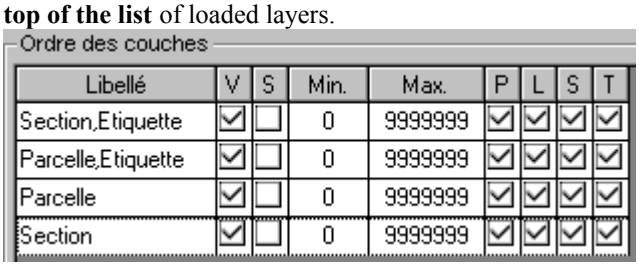
MiniLeft		**Minimized TM positioned horizontally**
MiniTop		**Minimized TM positioned vertically**
MaxiLeft		**Maximized TM positioned horizontally**
MaxiTop		**Maximized TM positioned vertically**
MaxColor		**Number of colors generated to identify identical elements in themes or for different objects.** By default 24.
Rect		**Coordinates of the latest frame** of the graphic window.
ReduceWhenOk	False	Click '**OK**' and you **close TM**.
	True	Click '**OK**' and you iconify **TM panel.** 

FormAndMapsAutoLoad	False	**Enabling an object** ('Active' column in TM) **does not load automatically the** object-related **graphic layer**.  or
	True	**Enabling an object** ('Active' column in TM) **loads automatically the** object-related **graphic layer**.  or 
VisibilityAndScale	False	This value **does not enable the user to use WinSTAR or STAR GIS layers manager ('Ctrl+R' shortcut)**. As Theme manager is unavailable, TM's dialog "Layers order" will customize the layer display components.
	True	This value **lets WinSTAR or STAR GIS layers manager ('Ctrl+R' shortcut) available.** However, in application mode, the "Layers order" dialog should be enough to customize the layer display components (layer and its graphic natures visible or not and scale range). 'Ctrl+R' must simply permit the display management of the background layers not managed by TM.
StandardLook	False	TM interactivity concerning TM will be the following:
	True	TM interactivity for objects is standard as follows: 
User	False	**D/S options** (Dynamic/Static loading) **and Items** (additional layers) **are displayed in Theme Manager.**  or
	True	**D/S options** (Dynamic/Static loading) **and Items** (additional layers) **are not available in Theme Manager.** **Items layers, however, are automatically loaded when the corresponding object is loaded.**  or 
UseColors	False	Select this option **and the boxes whose objects refer to one same layer, are not framed by a color contour but are nevertheless automatically selected** .

	True	**The boxes whose objects refer to one same layer are framed by a color contour.** Each different object/layer association will have a different color. 

▷ Layers

This section defines the **display mode of the layers order**.

ReverseOrder	0	**Order identical to STAR GIS and WinSTAR**. In TM 'Layers order', the **layers at the top of the list** will be the first ones redrawn, they will be in **background**.  *Sections are in background, under the parcels which are under the texts.*
	1	"Intuitive" order. In TM 'Layers order', the **foreground layers** are the ones **at the top of the list** of loaded layers.  *Sections are in background, under the parcels which are under the texts.*

An additional variable can be defined: Editable.
This variable can be added manually to the last line of the .INI file, enabling the user to assign the 'Information' status to the layer of the active object. By default, without that variable, the layer of the active object is automatically 'Modifiable'.

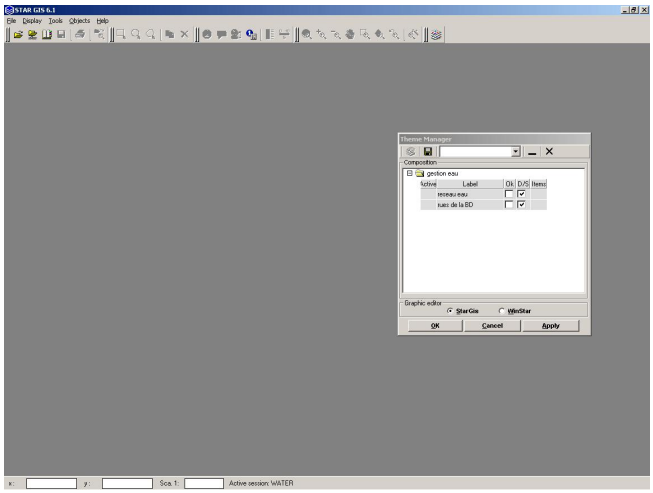
Editable	True	**By default**, this **variable** is not visible in the **.INI** file and its **value** is '**True'**. In that case**, the layer of the active object** (or its graphic nature only) declared in the OO DB, **is** automatically '**Modifiable'**. Graphic modifications are thus possible in the current object.
	False	**By declaring the variable Editable=False**, the TM administrator **guarantees the graphic query profile.** As a result, the **localizers of the active object** in TM will not be **modifiable** in the graphic window. *Reminder : Simply modify as usual the STAR GIS session and delete VWUPDATE profile to prevent access to alphanumeric update.*

CHAPTER 4 : EXPLOITATION

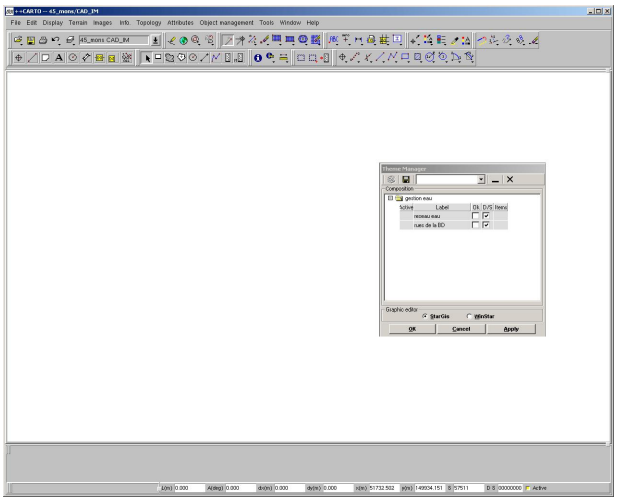
4.1 Starting application

During startup (for instance, double-click on the shortcut on desktop), TM displays a window whose display time depends on the PC that is used as well as on the display options. This window is in the bottom right section of the screen to leave the central part free for possible messages.

When all application components (Theme Manager and graphic editor) are loaded, this window disappears automatically and the application appears.



Startup with STAR GIS editor and presence of contexts in OO DB



Startup with WinSTAR editor and no context in OO DB

4.2 After startup

The content of the TM window will depend on the selected startup mode, the display possibilities offered by the PC (graphic environments) and the relations defined in the Organized Objects database.

Besides the elements that display the selected objects, four elements may appear as option:

- **Selecting the graphic editor** is possible in a specific application and if both editors are accessible and defined on the PC.
- The **look of the interactivity**: two presentations are possible to display the objects and possible contexts.

- The **Items elements** (background layers of object) and **D/S** (Dynamic/Static loading in STAR GIS) appear according to the parameters of the startup file.
- **Selecting a context** is possible only if this option is used in the definition of the Organized Objects. In a defined application, the context is an element which conditions the display of specific layers.
  Example :
  Selecting the commune for cadastral management purposes will only display information specific to the commune selected as context. All the graphic elements of the other communes will be queried as background only.
  If you wish to enable or use the elements of another commune, you need to change of Commune context.
  A context can be multiple and hierarchical.
  Example :
  In order to manage the components of a building, you need to choose as context the commune to which the building belongs, the building and the floor in which the elements to be used, are located.

Applications do not necessarily depend on a context.

- With a **context-sensitive application**, Theme Manager displays a list of possible contexts which can be selected by the users.
- If the application has **no context**, Theme Manager automatically displays a composition, the selection option of the graphic editor appears, if necessary.

The use of these elements is explained here after.

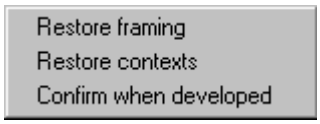
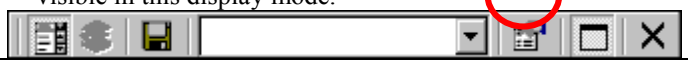
The following sections explain in details all TM dialogs and tools. Most of them also give access to a context menu (right click with the mouse on the toolbar and dialogs).

4.3 Toolbar

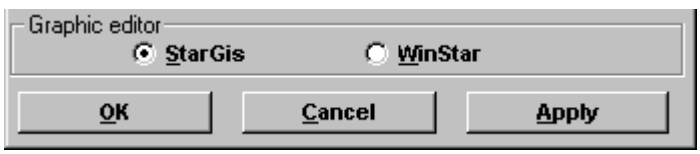
Info bubbles Selection of composition appear when your cursor comes near any toolbar button. These bubbles will help you to discover the function of the selected button.

Here is in detail all the functions done by the TM toolbar buttons:

	▪ **Displays** the selection of one or several **context(s) or returns to object selection.** ▪ If the OO DB defines no context, this icon switches from the 'Composition' dialog (object selection) to the 'Layers order' and vice versa. ▪ *Cf section '4. 6 Selecting context' on page 39*
	▪ Displays **the list of loaded layers, modifies their display order, customizes visibility and selection options or returns to the selection of objects.** ▪ *Cf section '4. 8 Layers order' on page 45*
 ! ! !	▪ **Saves a composition and its frame**. A composition saves with a composition name, the overlay order, the visibility parameters and the frame of the list of loaded layers. It also saves the current object as well as the **active context(s)**. ▪ To **unload automatically all** on-screen loaded **layers**, you can save an empty composition. Recalling this composition will automatically unload all the layers found in the graphic window. You can, however, also use the command 'Clear all' in the context menu of the 'Composition' dialog.
	▪ **Recalls a previously saved composition**. ▪ A composition is recalled automatically. You don't have to click on 'OK' or 'Apply' to confirm the application, except if you select the option '**Confirm**

 *context menu (right click in toolbar)*	**when developed'** in the context menu. ▪ Compositions are saved in the same directory as the .INI configuration file in use. ▪ The option '**Confirm when developed**' **obliges the user to click on 'OK' or 'Apply' to validate the recall of a composition**. ▪ Click '**Shift**' at the same time as you select the name of a composition to **restore the framing of the composition**. Then, release 'Shift' or select '**Restore framing'** in the context menu. ▪ To restore the **context(s) of the composition**, click at the same time on '**Ctrl'** as you select the name of a composition. Then, release 'Ctrl' or select the option '**Restore contexts'** in the context menu.
	▪ If the **option is active** and TM is iconified, **the toolbar is "doubled" with contexts** as shown by the screen dump here below. This configuration enables you to rapidly discover the active contexts. ▪ If the **option is not active** , when you iconify TM, it is minimized to a toolbar as shown by the screen dump here below. Contexts are no longer visible in this display mode. 
	▪ **Minimizes/restores Theme Manager.** ▪ In minimize mode, the size of the window is minimized to the one of the toolbar (with or without contexts displayed according to the status of the function described in previous point). Toolbar commands are always accessible in minimized mode. ▪ In normal mode, all TM functionalities are accessible. ▪ The last position occupied by the two TM display modes is saved separately. When you restore one or the other, it will automatically appear at the last place of the same mode.
	▪ This button **closes Theme Manager** dialog. ▪ To redisplay it, click on the icon of the toolbar of your graphic editor.
Double_click+Shift in the gray section at the right side of the toolbar 	*Cf. red frame (on page 37)* in the screen dump of the toolbar at the beginning of the section. ▪ This combination of keys enables the user to access **TM startup customization**, that is the **themes to be displayed** and **restore or not the last composition**. ▪ *Cf '4.9 Definition of startup parameters' (on page 47) for more information.*

4.4 Changing graphic editor



This option is visible only if the user environment (.INI file in use) gives access to both graphic editors. To modify this functionality, edit the .INI file of your choice and change the value of the '2Editors' variable ('True' or 'False').

The **selection of the editor is exclusive** and applies only when you click on 'OK' or 'Apply' for validation. As soon as the change of graphic editor is effective, the application in use is automatically closed and restarts in the other editor with the same working environment (that is the same loaded layers, same framing, same current object, same active context…)

	If you **select STAR GIS** from WinSTAR, the latter closes automatically and restarts in STAR GIS.
	If you **select WinSTAR** from STAR GIS, the latter closes automatically and restarts in WinSTAR.
	Active/Inactive

4.5 Cancel/Apply

In order to **end any selection operation** (selection of the objects to be loaded, of the object to be enabled or of their display order in the graphic window, …), you need to **cancel** or **apply**:

	Carries out the requested operations and minimizes or closes TM according to the configuration of the 'ReduceWhenOk' field of your .ini file. Unlike 'Apply', this button also returns to the 'Composition' dialog. *Example :* *If you click on 'OK' to apply a display modification to a layer in the "Layers order" dialog, TM automatically returns to the 'Composition' dialog.*
	Cancels all the operations done in TM since the last application, that is the selection of a composition by the list, 'OK' or 'Apply' button.
	Carries out the requested operations and leaves TM deployed. Unlike 'OK', this button does not return to the 'Composition' dialog. The dialog in which 'Apply' was enabled, remains the current dialog.

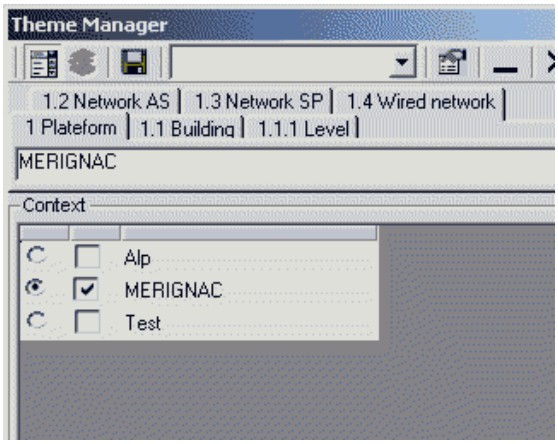
4.6 Selecting context

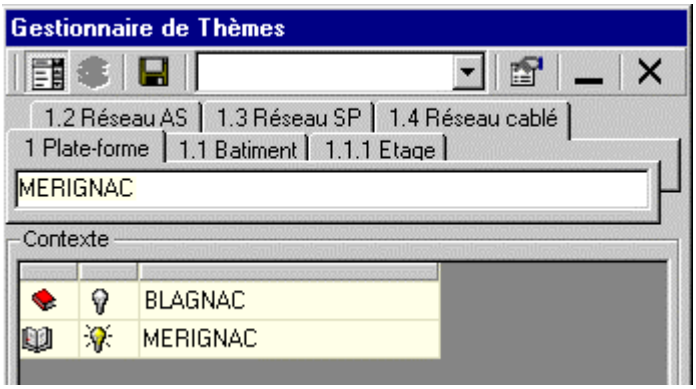
Read section '4.2 After startup' on page 36

Selecting a context is necessary when the application starts running. It can be modified at any moment.
Use the following command to access contexts:

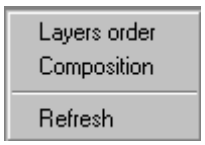
- The button in the toolbar.
- The 'Context' command in context menus.
- Double click on the tab you want to enable.

The following window appears:





or



context menu (Right click in 'Context' dialog)

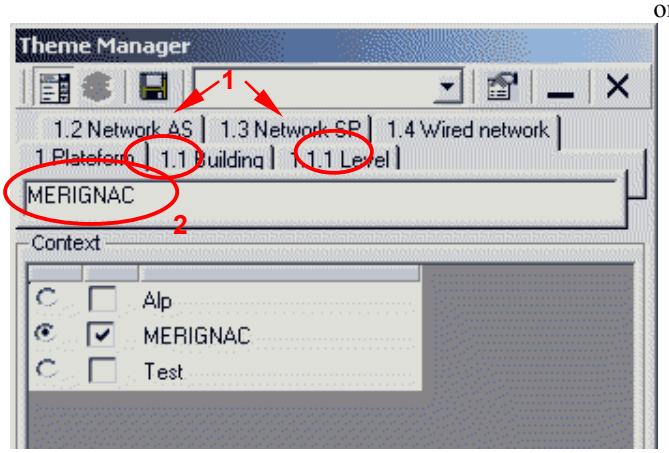
Context menu

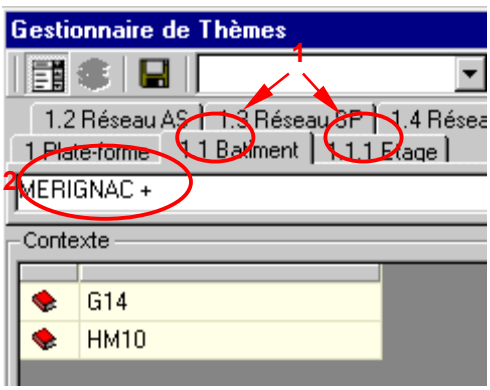
Layers order	Returns to the 'Layers order' dialog.
Composition	Switches to the 'Composition' dialog.
Refresh list	▪ Refreshes the list of hierarchical contexts. ▪ Restart the application to update the list of non hierarchical contexts.

Generally speaking

- Non ordered or non hierarchical contexts are presented by alphabetical order.
- **Contexts** can be **hierarchical**. In that case, **tabs** are **prefixed with an order number (1)**.
  Example :
  Most of the elements depending on a context, depend only on the platform (parent context). Other objects, however, have a stronger relationship. A building component (furniture, equipment,…) depends at the same time on the floor, a building and a platform. In that case, three contexts are to be defined.
  1 Platform
  1.1 Building
  1.1.1 Floor

or

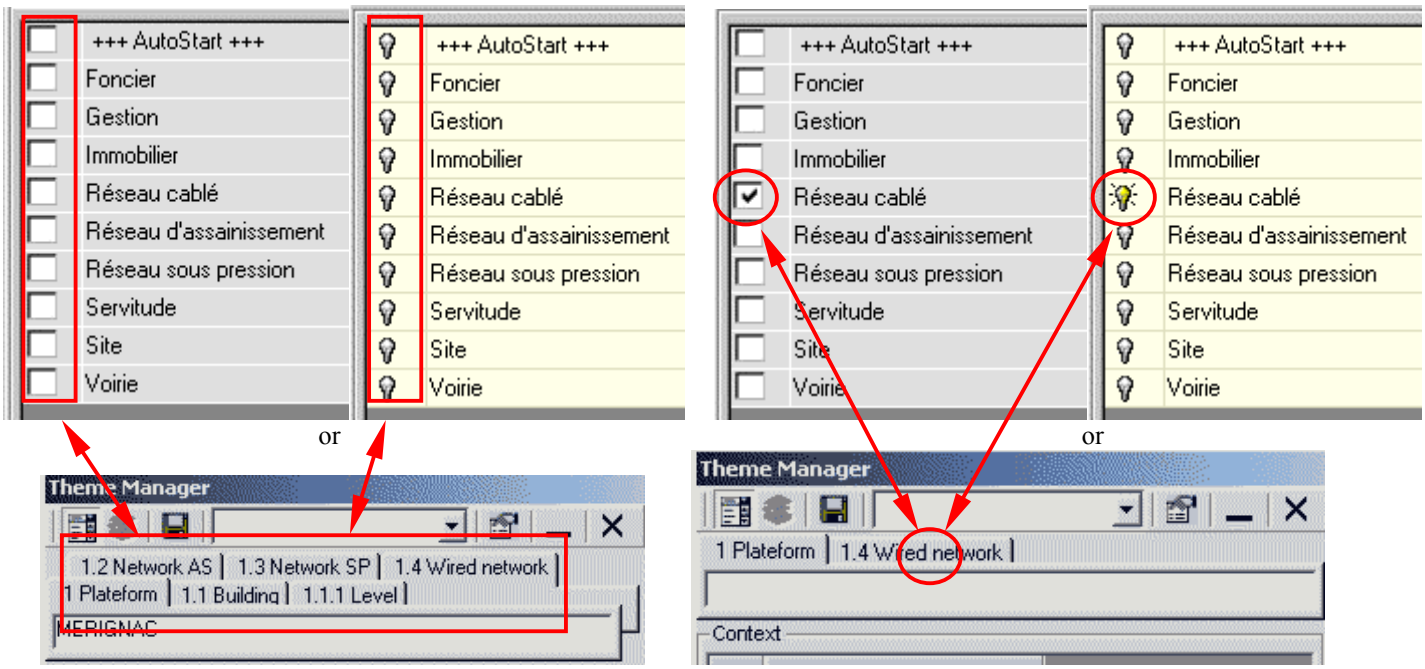




vertical lift

- The name of the current context(s) appears automatically in the field right under the tabs (2).
- If the whole list of contexts of a tab does not appear, simply use the vertical lift to move within it (3).
- The tabs related to the objects of the hidden themes will be also masked (*Cf '4.9 Definition of startup parameters', section 'Display themes' on page 48).*

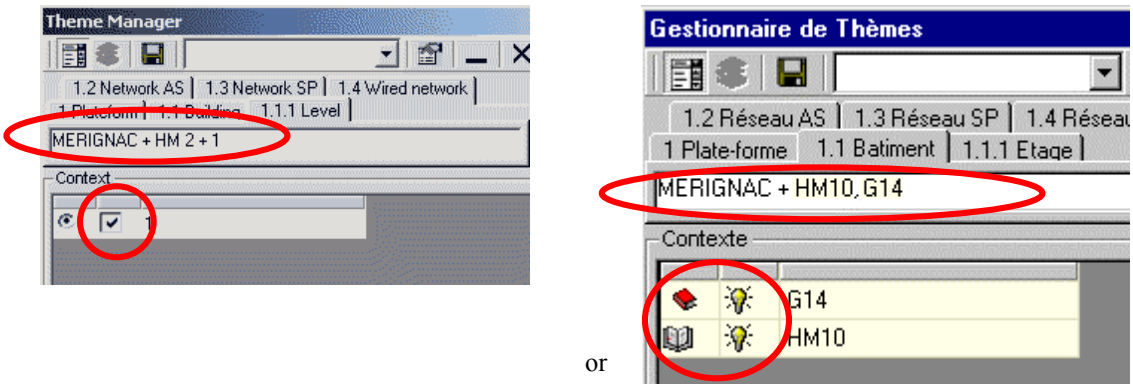
Example :



▷ **Enable/Disable main context**

- **To enable a context**, select the appropriate tab, then, in the list of defined contexts, select the main context to enable or .
- The **main context is always selected** in the **first column** and is **exclusive**. One sole value can be chosen per tab.
- You can select several main contexts in hierarchical contexts because they come from different tabs.
- To **disable a context**, enable another one in the same tab or deselect the button of the current context or .
- **Deselecting a main context** or automatically disables all child contexts in hierarchical contexts.

▷ **Enable/Disable adjacent context**



- As soon as a main context is enabled, a **second column** appears, in which you **enable adjacent contexts** or . In such a case, all the graphic components of adjacent contexts will be accessible as **background.** Only the elements of the active main context will be usable (selection, modification , …).
- To **disable adjacent contexts**, you simply need to deselect in the concerned tab the second column of the context to disable or .

▷ **Update contexts**

According to the exploitation profiles of the current application, you can modify (names, for instance), create or delete contexts.

- You need to restart the application only to update non hierarchical contexts.
- Use the command '**Refresh list'** in the context menu to **update hierarchical contexts**.

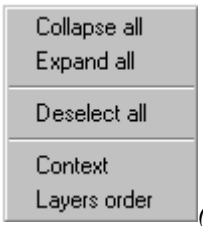
4.7 Composition or Object management

The 'Composition' window enables you to **manage the objects** used by the application and defined in the Organized Objects database. These objects are usually **gathered by theme**.

- By default, **one sole object can be enabled at a time** and is therefore exclusive. The graphic components of the **other objects**, however, can be loaded as **background** according to the possible active context.
- By default, enabling an object automatically makes all the other loaded graphic objects/layers unavailable. Graphic layers are automatically set as information and 'non selectable'.
- By default, if no object is active, no graphic element can be selected in the layers loaded in the graphic editor. Graphic move only (zoom, move) is operational.
- It is now possible as from V2.2.4 to select (for graphic information, for instance) localizers of loaded objects but not active in TM. To do so, select the parameter 'S' in the dialog 'Layers order'. *Cf. Layers display, visibility and selection options (§4.8).*
- The content of the composition window (list of themes and objects, object options) entirely depends on the configuration of the Organized Objects database of the .INI startup file.

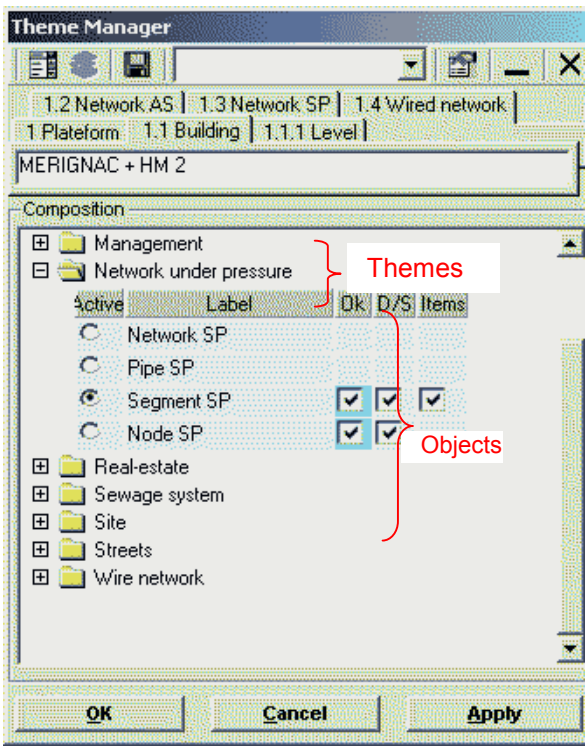
The 'Composition' dialog (or 'Object management') displays an object tree directory. Several tools enable you to navigate in that list.
Most of the operations done in that dialog will be taken into account only after validation ('OK' or 'Apply').

Context menu

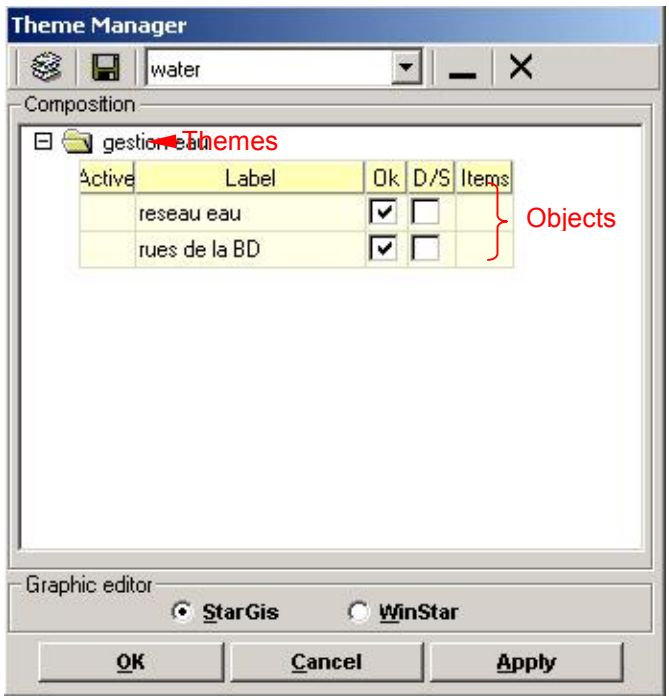


(right click in 'Composition' dialog)

Collapse all	Closes all deployed themes, minimizes tree directory.
Expand all	Deploys all themes.
Deselect all	Disables and deselects all the objects selected in the current dialog. This command applies only after having confirmed with 'OK' or 'Apply'.
Context	Switches to the 'Contexts' dialog.
Layers order	Goes to the 'Layers order' dialog.



TM screen dump with WinSTAR, standard look



TM screen dump with STAR GIS new look

⊞ / 🗀	▪ Click on ⊞ to **view the objects of the selected theme**. It automatically changes into ⊟. ▪ Same thing, double-click on the icon 🗀. It automatically changes into 🗁. ▪ The listed objects appear in a table.
⊟ / 🗁	▪ Click on ⊟ to **mask the objects of the selected theme**. It automatically changes into ⊞. ▪ Same thing, double-click on the icon 🗁. It automatically changes into 🗀.

	A vertical lift appears if the window can't modify all visible elements. Use it to move within the list.
Active with or or	**Selection of the object to enable** ▪ Enabling an object in **STAR GIS opens the alphanumeric form.** ▪ Enabling an object in **WinSTAR displays the action toolbar of the concerned object**. (creation, modification, information, …). ▪ To select an object, mark the related button or . ▪ To deselect an object, either deselect or , or enable another object. ▪ Enabling an object is exclusive and effective only after having applied this modification by clicking 'OK' or 'Apply'.
/ or /	Active or Inactive object
Label	Name of the object defined in the Organized Objects DB.
Ok with or or	▪ If the box is selected or , the **element** (object-related graphic layer) **is loaded**. ▪ If the box is not selected or , the **concerned layer** is **not loaded** or is unloaded. ▪ The modification becomes effective when you confirm ('OK' or 'Apply'). ▪ If **several objects** are **associated to one same graphic layer**, enabling one of these objects in the column Ok **will automatically select the other objects**. These objects will be also visible. The boxes whose objects refer to one same layer can be framed by a color contour. Every single different object/layer association can have a different color. (Color display of identical layers depends on the variable UseColors of the .INI startup file. *Cf. chapter 3 : CONFIGURATION on page 20*). ▪ To **unload automatically all layers**, use the command '**Deselect all'** in the context menu **or** save an empty **composition**. Recalling this composition will unload all the layers currently in the graphic window. ▪ *Cf. also the section '4.8 Layers display order' on page 45.*
or	▪ The boxes (of the column 'OK') whose objects refer to one same layer can be framed by a color contour. ▪ In that case, every single different object/layer association will have a different color. ▪ Color display of identical layers depends on the variable UseColors of the .INI startup file. ▪ *Cf. chapter 3 : CONFIGURATION on page 20*).
D/S with or or	▪ This column concerns the **layer loading mode** in **STAR GIS**. ▪ **Dynamic** loading or **loads only a part of the visible layer** while **Static** loading or **loads the whole layer**. ▪ The default loading mode is **Dynamic**. ▪ Selection is effective when you confirm ('OK' or 'Apply'). ▪ This 'D/S' column can be hidden. The presence or not of this functionality depends on the User variable of the .INI startup file. ▪ *Cf. chapter 3 : CONFIGURATION on page 20*).
Items with or or	▪ This column specifies if possible secondary object-related elements will be loaded or not. *(Example : one Text or Label layer for the parcel numbers).* ▪ If the box is selected or , the **secondary element** (object-related graphic layer) is **loaded**. ▪ If the box is deselected or , the **secondary element** is **not loaded** or is unloaded. ▪ *Cf also the section 4.8 Layers display order' on page 45.*

	▪ This 'Items' column can be hidden. The presence or not of this functionality depends on the User variable of the .INI startup file. ▪ *Cf. chapter 3 : CONFIGURATION on page 20*).
 or 	▪ Column Ok : **Loading/Unloading** of the object-related **graphic layer**. ▪ Column D/S : **Dynamic/Static loading of the layer**. ▪ Column Items : **Loading/Unloading of the secondary graphic elements of the concerned object** *(Label layer for instance).* ▪ Selection is effective when you click 'OK' or 'Apply' for validation.

4.8 Layers order

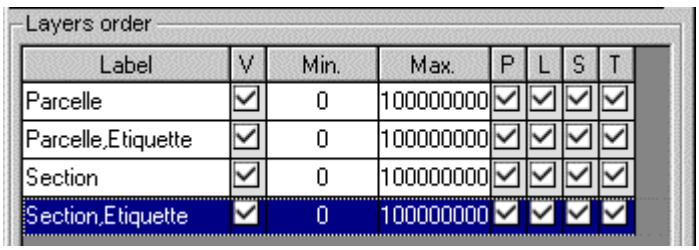
Layers display order

The layers display order is conditioned by the option selected when you create the shortcut (RevserseOrder variable *Cf. chapter 3 : CONFIGURATION on page 20*).

- The standard STAR order (value 0) displays as background the layers at the top of the list as they are the first ones redrawn in a replot.
- If you have chosen the value 1 in your configuration file, the layers at the top of the list will be in foreground.

To modify the layers display order, proceed as follows:

Click on in the toolbar. You get the following dialog:



- To **modify the layers overlay order**, select a layer, **keep the left key pressed then move the mouse** in the list.

  The cursor changes into , **release the mouse button** when the pointer is on the element that must come right after the shifted layer.
- Repeat the operation as many times as necessary to obtain the layers order of your choice.
- Use '**Shift'** or '**Ctrl'** for a multiple selection of layers.
- Click 'OK' or 'Apply' to confirm the operation.

Layers display, visibility and selection options

The 'Layers order" dialog in TM manages layer display and visibility more easily than with the 'Ctrl+R' shortcut in WinSTAR and STAR GIS (columns 'V', 'P', 'L, 'S' (the 2nd), 'T' and 'Min.', 'Max.').
'Layers order' also forces the 'Selection' parameter on the layers of inactive objects (1st column 'S').

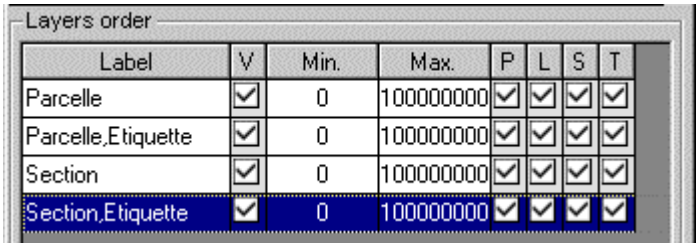
We remind you that you can make 'Ctrl+R' shortcut in WinSTAR and STAR GIS not operational when you configure or modify the startup file of the .INI application (VisibilityAndScale variable). *Cf. chapter 3 : CONFIGURATION*.

We also remind you that in application mode, the 'Layers order' dialog must be enough to customize layer display components (layer and its graphic natures visible or not as well as scale range). 'Ctrl+R' must simply permit the display management of the background layers that are not available by TM.

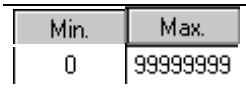
Cf. '3.1 Configuring shortcut', 'Section on parameters of Theme Manager application' on page 24.

To modify the layers display and visibility options, proceed as follows:

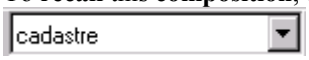
Click on in the toolbar. You get the following dialog:



Label Parcelle	▪ The 'Label' column **lists all the layers of the graphic objects currently loaded in the application**. The name of the layer does not appear; instead, that's the label of the object defined in the OOBJET table of the Organized Objects DB. ▪ That's the column you need to modify the layers display order. *For more information cf. the previous section 'Layers display order' on page 45.*
S (the 1st)	▪ The '**Selection'** column **makes the localizers of layers of loaded objects (column 'Ok') selectable but inactive ('Active' column).** ▪ Indeed, **when an object is active** ('Active' column in 'Composition' dialog, **only the graphic nature of the current object is selectable** ☑ to do operations. The graphic nature taken into account is the one defined in the OO DB and on which links are established between the localizer and the alphanumeric form of the object. ▪ **In the same way, all the other graphic natures of the active object as well as the other object layers are not selectable** ☐. ▪ As this action can be restrictive, TM V2.2.4 now enables you to enable other objects (layers) in selection. ▪ **To assign the same selection status to a group of layers,** select first the concerned layers (simply click with Shift or Ctrl on layer labels) then, **click successively either on the column header or on the column** S **, till you get the status of your choice.** This will be assigned to all layers in selection. ▪ **Inactive selection** ▪ **Active selection**
☐ ..... ☑ ..... **! ! !**	Warning, **if you enable selection on the layer of an object, only the graphic nature of the object** (the one defined in the OO DB and on which links will be done) **is made selectable.** However, **if you enable selection on the Items layer(s)** (additional layers (called background layers)) **of an object, all the graphic natures of this(se) layer(s) will be selectable**.
! ! !	▪ These options will be effective once you confirm ('OK' or 'Apply').
V	▪ The '**Visibility**' column manages **layer display**. Three display options can be used to switch from one status to the other. Click successively in the box, all values will follow, one after the other. ▪ **To assign the same display status to a selection of layers**, select first the concerned layers (simply click on the labels of the layers with Shift or Ctrl) then, **click successively either on the header of the column or in the column** V **till you get the status of your choice.** It will be assigned to all selected layers. ▪ **Non visible**
☐ ☑	▪ **Visible at scale, according to the Min and Max scales** defined in the following columns. **Only 'active' graphic natures are visible according to the parameters of the legend which still has priority.** ▪ **Always visible**, regardless of the Min and Max scales. **Only 'active' graphic natures are visible according to the parameters of the**

	legend which still has priority. ▪ These options become effective when you confirm (‘OK’ or ‘Apply’).
 	▪ **The Min and Max scales apply only if the layer is visible at the scale** that is, with the display parameter selected . The layer is then visible between the Min and Max scales. However, only ‘active’ graphic natures will be visible and the legend still has priority. ▪ **To modify the scale of one or several layers,** click on the existing value, the field switches automatically to input mode. Encode the new value and click on ‘Enter’ for validation. ▪ This customization is effective when you confirm (‘OK’ or ‘Apply’)
	▪ The columns P, L, S and T respectively for Point, Line, Surface and Text enable to **display or not the concerned graphic nature. The representation of objects whose graphic nature is visible, always depends on the legend.** ▪ **To assign the same display status to a selection of layers**, select first the concerned layers (simply click on the labels of the layers with Shift or Ctrl) then, **click successively either on the header of the column or in the column** or or or **till you get the status of your choice.** It will be assigned to all selected layers.
	▪ **Non visible graphic nature** ▪ **Visible graphic nature** ▪ These options are effective when you confirm (‘OK’ or ‘Apply’)

▷ **Generally speaking**

- To **store layers**, their order and display options, click on the icon to save a **composition**.
  To **recall** this **composition**, choose it in the list of compositions:
  
  For more information, Cf ‘4.3 Toolbar’ on page 37
- The ‘**Layers order**’ **dialog is not available if no layer has been loaded** or if all have been unloaded. The icon will thus appear as follows .
- If the whole list of contexts does not appear, simply use the vertical lift to move within it.

▷ **Context menu**

(right click in ‘Layers order’)

Context	Switches to the ‘Contexts’ dialog.
Composition	Switches to the ‘Composition’ dialog.

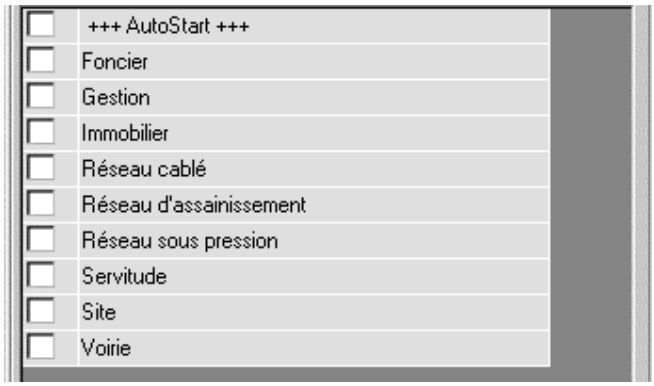
4.9 Definition of startup parameters

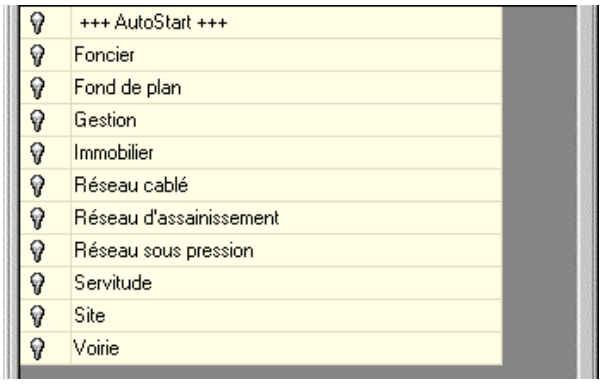
Except when the Organized Objects database is being used, you can define **the startup type of the application and the theme(s) to display for the current user**.

!!! Use a different shortcut and .INI file for every single configuration.

To do so, double-click in the gray section at the far right of the toolbar and keep ‘Shift’ pressed *(Cf ‘4.3 Toolbar’ on page 37)*.

You get the following dialog box:





or

▷ **Autostart**

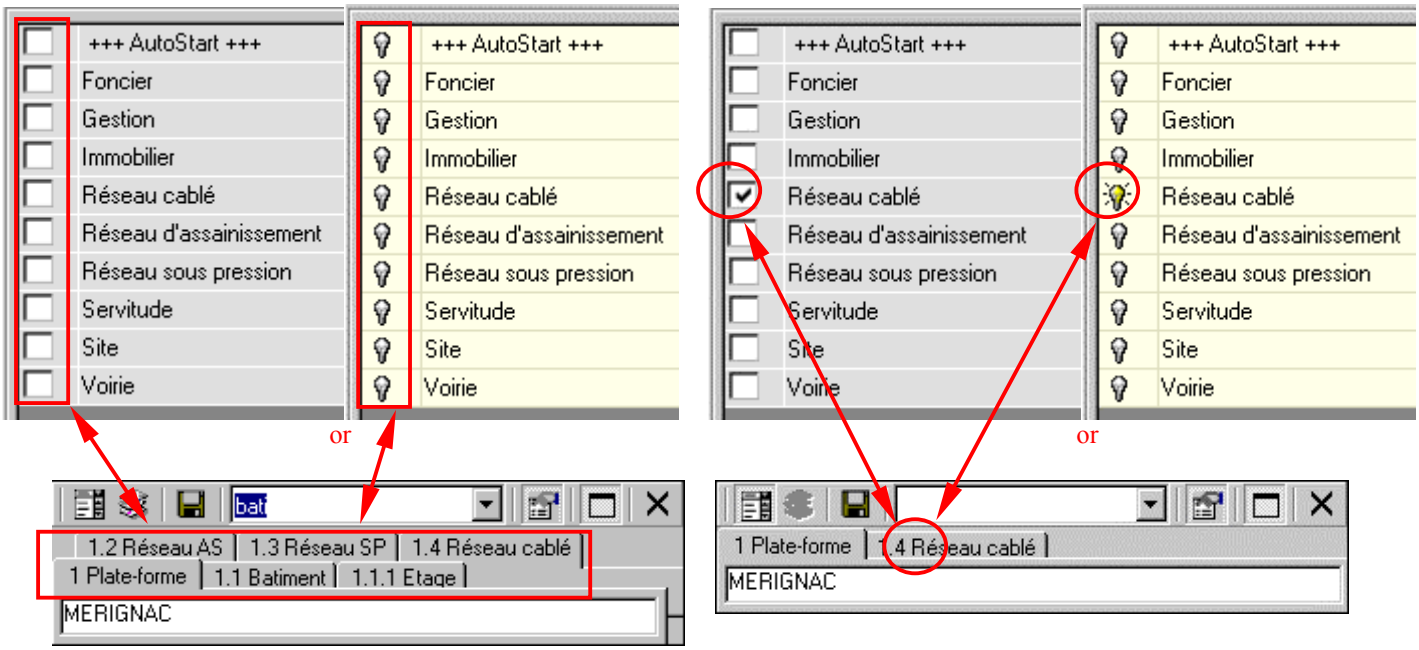
or	If you select the line '+++Autostart+++', **each time the application starts**, the last used **environment** (layers, framing, …) **will be loaded automatically**.
or	If '+++Autostart+++' is inactive, when the **application restarts**, Theme Manager **won't load or enable any element**.

▷ **Display themes**

Besides '+++Autostart+++' , all the other lines in this dialog are the themes currently defined in the Organized Objects database.
All themes, by default, are visible and no line is marked.

or	If you wish to mask themes, **select the ones you still want visible**.
or	The **themes** for which the option is not selected, will **not be visible** in the 'Composition' dialog also called 'Object Management'.

- Context tabs concerning the objects of hidden themes will be also masked *(Cf '4.6 Selecting context' on page 39).*
  Example :



▷ **Apply/Cancel**

! ! ! To **close this dialog**, Theme Manager **automatically closes the application**.

- To **save your startup parameters**, double click once again on the gray part at the far right of the toolbar. Modifications are saved in an .INI configuration file (AutoStart, AutoStartFirst and Groups variables). *Cf. Chapter 3 : CONFIGURATION*.
-
- To **cancel**, click on ✕.

CHAPTER 5 : TIPS

5.1 Introduction

This chapter presents a few technical recommendations which can be sometimes very useful if you have any problem of TM installation, configuration or use. These tips, of course, are not an exhaustive list of all possible solutions to your problems. But they can contribute to a first level of help before calling the CallCenter.

5.2 Tips

The following information is not classified per section or alphabetical keyword order but the summary will enable you to find the details of a question.

1_ What is the dummy/dummy map/layer used for? ..... below
2_ I can't get the Control Panel ..... below
3_ Message : 'One instance in program is already used' .....on page 52
4_ Repetitive message to update system files during TM installation .....on page 52
5_ Message : 'NetLayer : Failed to open ….' .....on page 53
6_ Message : 'Modifying OObjets database implies …' .....on page 53
7_ Wrong layer name when composition recalled .....on page 53
8_ How to use GRP .....on page 53
9_ How do I optimize startup and operating time of a TM application ? .....on page 54
10_ Where do I find TM execution log ? .....on page 54
11_ Unable to connect to ODBC sources .....on page 54
12_ Message : 'Unable to find xxx form' .....on page 54
13_ Message : 'Please, specify context for each object to load' .....on page 54
14_ Message : 'No connection with OObjets database…' .....on page 55
15_ How do I share or not my compositions ? .....on page 55
16_ How do I include a context in the OObjets DB ? .....on page 55
17_ How do I save OLE server in the registry ? .....on page 61
18_ How do I set only in 'Information' the graphic layer of the TM active object ? .....on page 61
19_ How do I modify the label of an Item (layer additional to object) ? .....on page 61

1_ What is the dummy/dummy map/layer used for?

The dummy/dummy map/layer is automatically generated by the application. Although its existence and management are completely transparent for the user, its presence is totally justified and essential. Indeed, the dummy layer is the active layer when no object of the application is enabled in Theme Manager ('Active' column in 'Composition' dialog).This functionality is imposed by WinSTAR which always requires one sole active layer in the graphic layer or in application mode you can load the object graphic layers without enabling any object.

2_ I can't get the Control Panel.

If 'Start/Programs/Theme Manager/Theme Manager' or CompoDlg.exe does not start TM control panel and displays no message, this is probably due to the presence of several TM versions on the PC. In that case, you need to uninstall all TM versions and reinstall only one.
For more information on the methodology, cf. the sections '2.4 Upgrading' (on page 15) and '2.6 Uninstalling' (on page 16).

3_ Message : 'One instance in program is already used'

This message appears if a TM application is already used because only one TM application can be started at a time.

>> Click 'OK' to confirm this message, close the current application and restart the one of your choice.

If the first application is already closed and if the message here above still appears when the application starts running, this is probably due to the fact that TM is still running. To close its task, stop in Theme Manager the application -+(Themes)+- or CompoDlg.exe.

4_ Repetitive message asking to update system files during TM installation

When you install a VB (Visual Basic) application (TM in our case), the following message may appear:

'Setup cannot continue because some system files are out of date on your system. Click OK if you would like setup to update these files for you now. You will need to restart Windows before you can run setup again.
Click cancel to exit setup without updating system files.'

But even after having restarted Windows, the message reappears because TM setup may need to have the PC rebooted and all system files updated. However, if the second setup attempt asks you once again to reboot the PC for the same reasons, check the following:

1. TEMP directory needs to be in the same volume as the system:
   set TMP=C:\TEMP
   set TEMP=C:\TEMP
   and C:\Windows
2. The content of the TEMP directory may not be deleted at startup (check autoexec.bat)
3. Disable the anti-virus or any other resident program.
4. Delete all traces of prior installation (temporary setup files)

If the message still appears at startup and all previous points have been checked and tested, use VBRun60sp5.exe.
This program, supplied with the TM version and downloadable from Microsoft site, enables the installation of all system files used by VB 6 SP5.
The installation wizard should no longer try to update the system as the latest versions have been installed by this program.

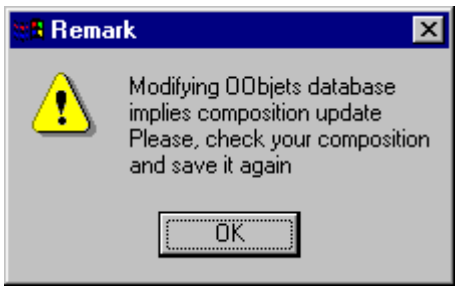
5_ Message : 'NetLayer : Failed to open ….'

This message appears if the key field of the table (*COMMUNE in the example*) to which it is referred in the MAP feature of the object (*CADASTRE in the example*) to be loaded, is a Numeric and not a Text field.

>> Modify the key field by setting it as Text and not Numeric.

A similar message may appear if the layer that TM is trying to load, does not exist and it can't create it.

6_ Message : 'Modifying OObjets database implies …'



This message appears when you recall an existing composition but created before a modification was brought in the OObjets DB.

>> Simply click on 'OK' to close this message (the composition is loaded anyway) and to resave the composition. From now on, the composition complies with the OO DB and recalling it no longer displays the message.

7_ The layer names of a composition are no longer correct since the Organized Objects DB has been modified.

If compositions recall object layers whose name has been modified in the OObjets DB, the ones displayed will be obsolete.

>> To update the names of object layers, restart the application (to remove wrong names) and create the composition by enabling with the 'Composition' dialog the elements of your choice. The content of this dialog is indeed updated each time the application starts while compositions are fixed and thus, do not control object names.

8_ What information do I have to encode in the STAR GIS session to use GRP ?

Pay attention to the following:

- In the STAR GIS session encode <None> in 'Name or network address of data server' in 'Network' section.
- Put also the .GRP file in one of the places specified here below:
  - Either in the directory defined in 'G.I.S. data directory' in the 'General' section.
  - Or in starvw/program/data

9_ How do I optimize startup and operating time of a TM application ?

When you create a startup file via control panel, the **shortcut** created on desktop automatically contains **the –Debug option**. This option includes the TM execution log in a CompoDlg.log file. **As this functionality slows down TM startup and operating time, feel free to delete this –Debug option.**

>> *(Cf. sections ‘3.2 Creating shortcut manually’ on page 27 and ‘3.3 Shortcut modification and variant’ on page 29).*

10_ Where do I find TM execution log ?

When you encounter a problem, it is sometimes useful to consult the TM log. Use the ‘**Theme Manager Administration Guide**’ to understand the cause of this problem. The TM log file (CompoDlg.log) is in the installation directory. This file can be opened with any text editor such as Wordpad and is mentioned only if the startup shortcut has the–Debug option *(Cf. sections ‘3.2 Creating shortcut manually’ on page 27 and ‘3.3 Shortcut modification and variant’ on page 29).*

11_ Unable to connect to ODBC sources

You may get an error message when the application starts running during an ADO connection.

>> Reinstall the ODBC drivers available on STAR GIS CD (in Support/ODBC Drivers/mdac_typ.exe) before starting TM, especially on W95 and W98 PCs.

12_ Message : ‘Unable to find xxx form’

This problem shows up only with a version older than STAR GIS 5.2 or 6.1. This message does not depend on TM but on STAR GIS and appears when you enable an object for which the form is already open.

>> To solve this problem, upgrade STAR GIS.

13_ Message : ‘Please, specify context for each object to load’

This message appears when you recall a composition but it needs active contexts and there aren’t any for the moment.

>> To solve this problem, simply recall the composition with the option 'Recall contexts' (Ctrl or option of context menu in toolbar. *Cf. '4.3 Toolbar' on page 37)*
Otherwise, enable manually the contexts required according to the methods described in section *'4.6 Selecting context' on page 39.*

This message also appears when you click on 'OK' or 'Apply' and TM must load the layers and enable an object dependent on non active contexts.
>> To solve this problem, enable manually the contexts needed according to the methods described in section *'4.6 Selecting context' on page 39.*

14_ Message : 'No connection with OObjets database…'

System error
No connection available with OObjets database
-2147467259 : [Microsoft][Pilote ODBC Microsoft Access] Fichier '(Inconnu)' introuvable.
The program is going to stop
Note the next lines
Inform system administrator
OK

This message appears when the application starts and when a CompoDlg.exe task is still running.
>> To solve this problem and start the application, close -+(Themes)+- or CompoDlg.exe in Theme Manager.

15_ How do I share or not my compositions ?

Compositions are saved in the directory of the .ini configuration file used when the application starts.

- All the compositions of one same directory are visible by all the applications whose .ini file is in the same directory.
  Example :
  All the compositions of one same application either used with STAR GIS or WinSTAR, will be accessible regardless of the graphic editor needed if the startup files have been created in the same directory.
- If you do not want to share the compositions of an application, put your startup files in different directories. *Cf '3.1 Configuring shortcut' (on page 20)* as well as the other sections in chapter 3.

16_ How do I include a context in the OObjets DB ?

Example :
Data is organized as follows:

- One map per commune.
- Layer names depend on the information theme but are spelled the same for all maps :
  - In the LIEGE map, you find the PARCELLAIRE, SECTION, ZONE_BATIE, RUES layers
  - In the DALHEM map, you find the PARCELLAIRE, SECTION, ZONE_BATIE, RUES layers

The name of the map of graphic objects changes according to the commune.

The COMMUNE object needs to be defined as context so that as soon as the application opens, Theme Manager offers you the possibility to choose the commune and thus, to load the appropriate map.

The context lists the information classified in a table. The table chosen to encode the information (all communes) is the COMMUNE table.

The COMMUNE table contains four fields:

- CO_COMMUNE : number of the commune (key field)
- CO_NOM : name of the commune
- CO_LOGO : path of logo for the commune
- CARTE : name of the map containing the graphic information

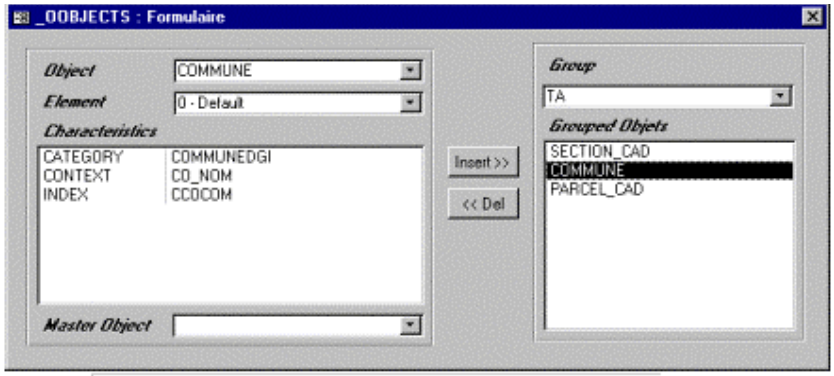
A COMMUNE object must be created and its characteristics will use the following values:

- The value of the CARTE field contains the name of the map to be loaded.
- The value of the CO_COMMUNE field will be the index number, an univocal number for the commune
- The value of the CO_NOM field will appear in Theme Manager in the selection list of communes.

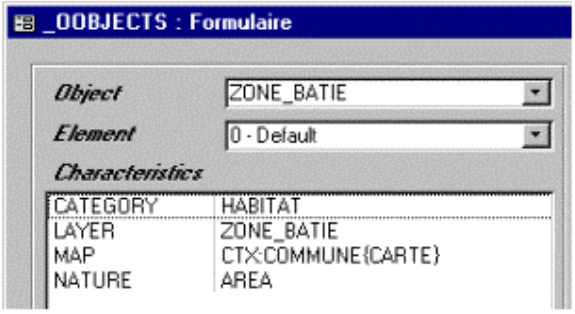
The CARTE characteristic of the other objects depending on the selection of the commune (PARCEL PLAN, SECTION, …) will depend on the COMMUNE context.
Here is an extract of the OObjets DB showing the example here below:

Example of context:
the selection of the commune must specify the name of the map to use

Definition of the object COMMUNE

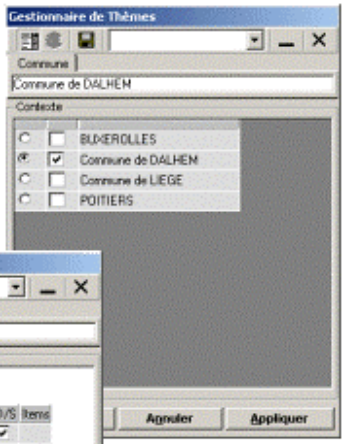


Definition of the object ZONE_BATIE



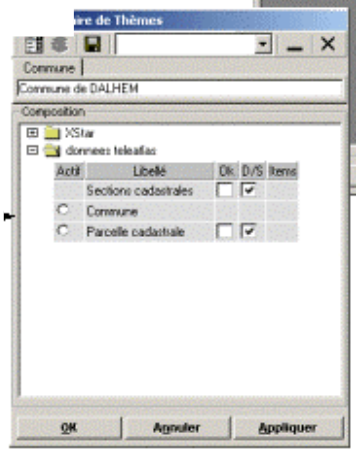
Selection of the "COMMUNE"

The name of the selected commune imposes the map to be opened when the theme is selected.



Selection of the object

The selected object imposes the layer of the map linked to the selected commune.

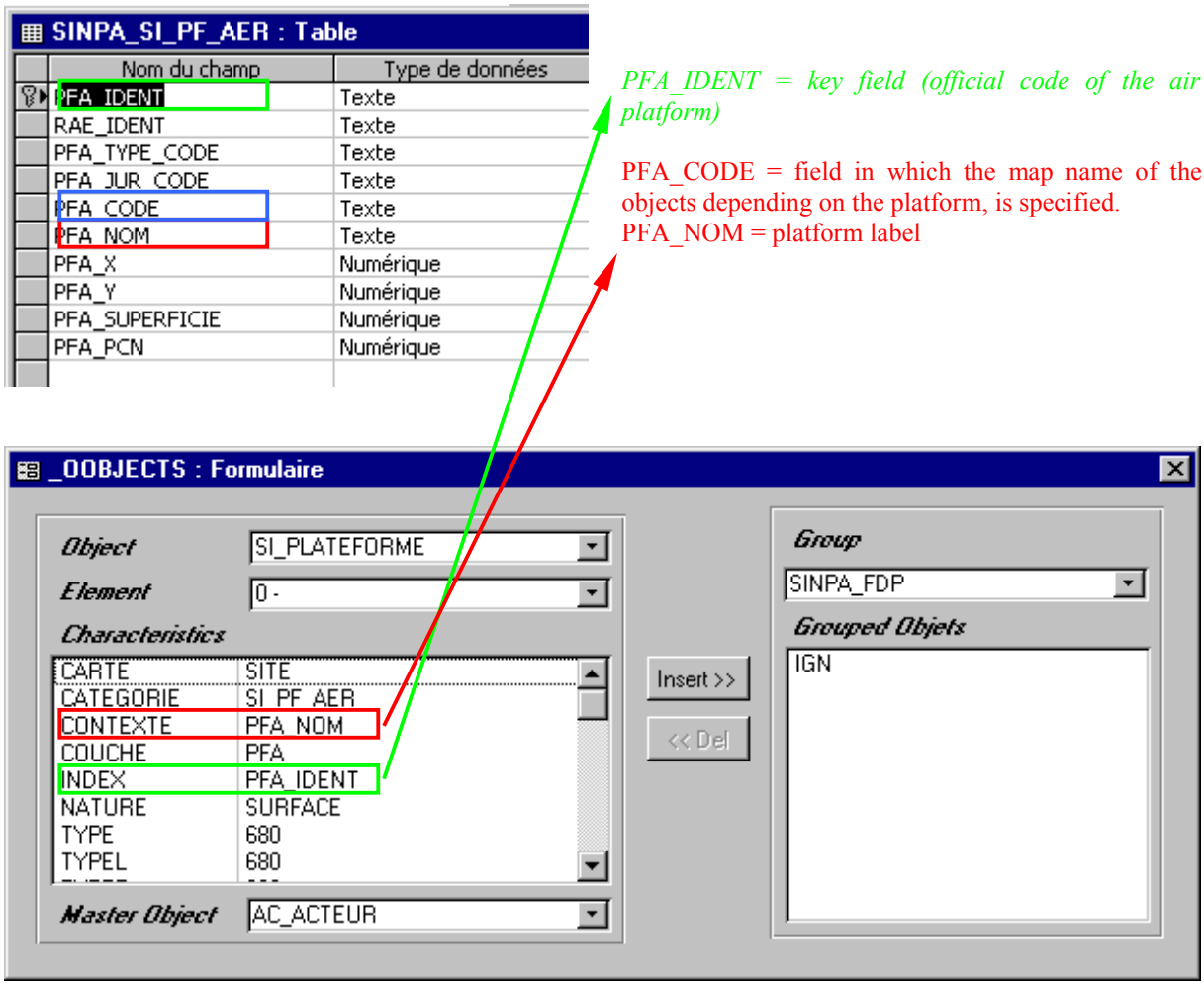


Other example of contexts :

Extract of SINPA application (French Air Bases).
Most of the objects depend on the Platform context at the level of the alphanumeric key as well as at the level of the name of the adapter.

Platform Object (SI_PLATEFORME). This object is used as context (= alpha and graphic filter) for the majority of contexts (regardless of the Component theme) of the application.

The alphanumeric table of Platforms is SI_PF_AER. Here is its structure :

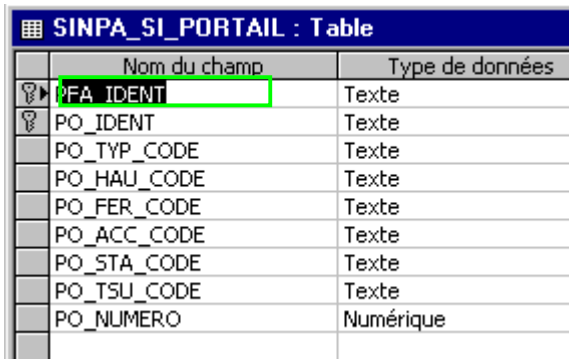


In OO config, declare the following features to define the Platform object as context:

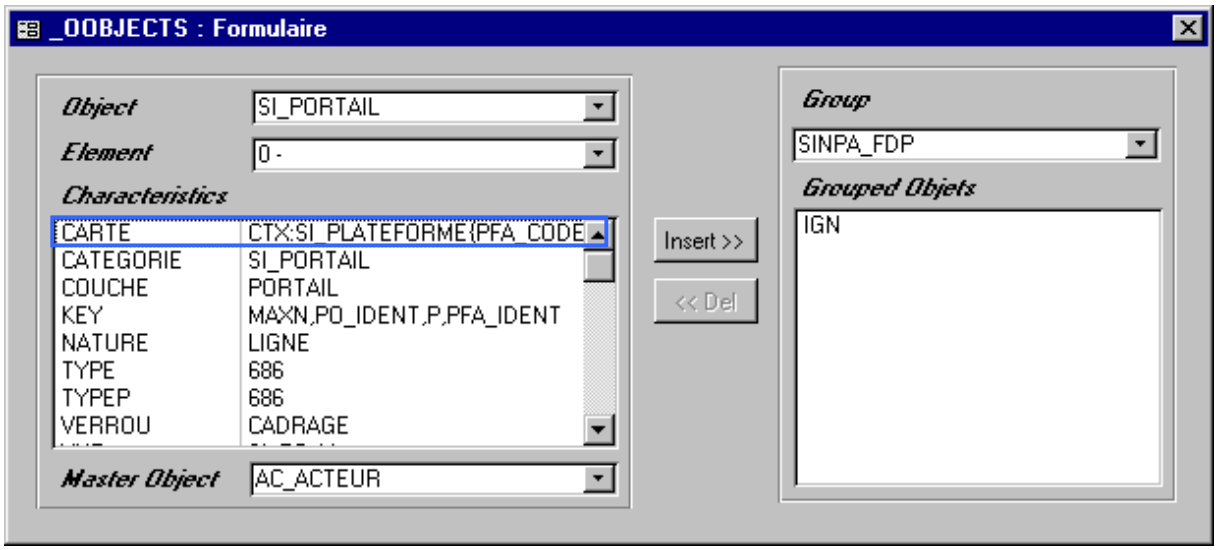
CONTEXT	PFA_NOM	Field to be displayed in TM in the list of contexts. That is the field seen and used by the user in TM.
INDEX	PFA_IDENT	Field interpreted by TM and OO DB to create an alphanumeric filter for all the objects depending on the selected context. All child objects of the context (in our case, the platform) will have in their multiple key the value of this PFA_IDENT field. So, when the object is enabled, only the ones of the current platform can be used.

Portail Object (SI_PORTAIL). This object depends on the Platform context.
Its alphanumeric key contains, thus, the value of the field SI_PF_AER.PFA_IDENT.
The name of the map of the object also depends on the value of a field of the context object. In our case, it is the field SI_PF_AER.PFA_CODE

SI_PORTAIL alphanumeric table :

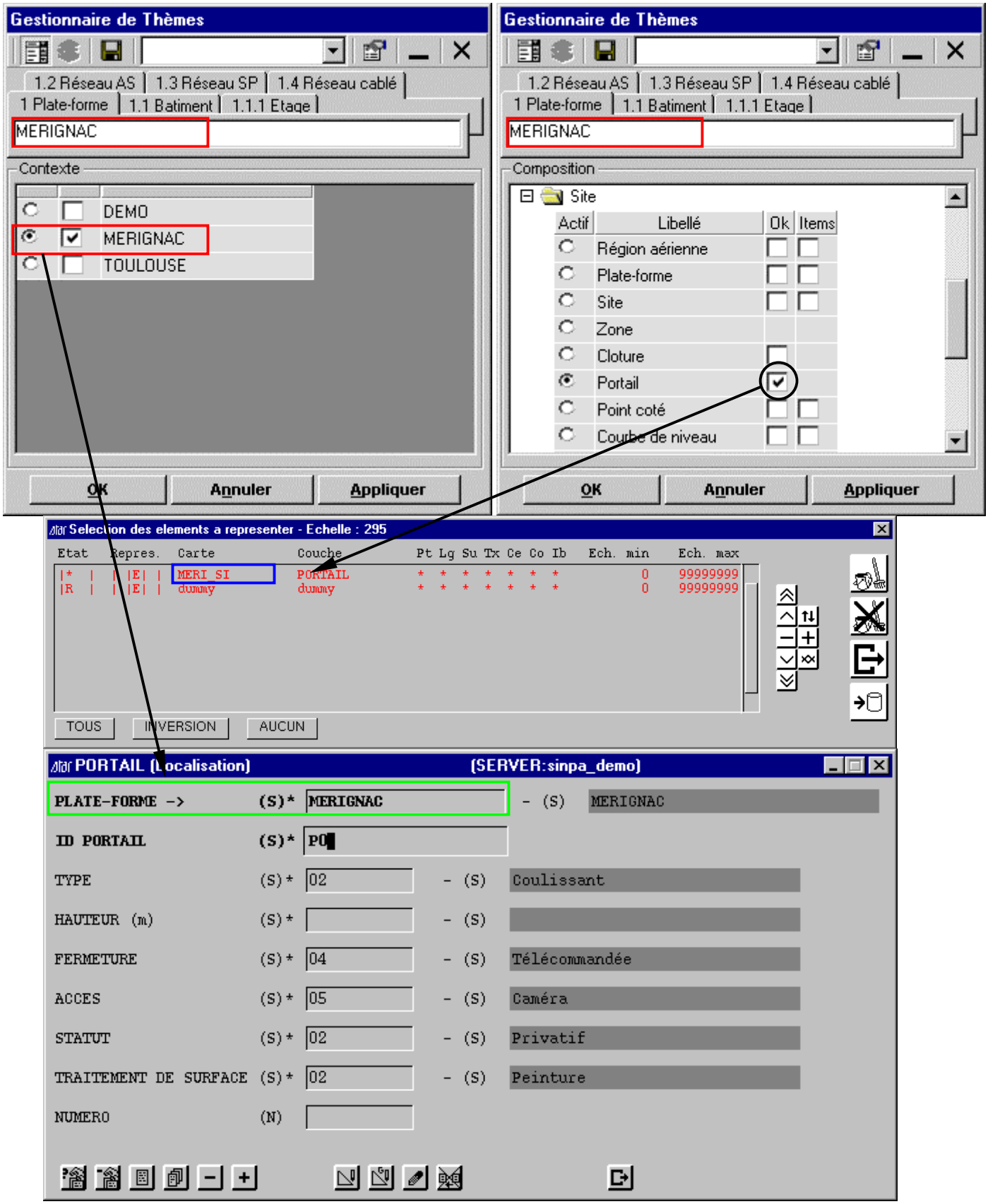


PFA_IDENT = field making up the key of the object depending on the Platform context



In OO configuration, to define the Portail object as objects depending (graphically) on the Platform, specify the following features:

CARTE	CTX:SI_PLATEFORME{PFA_CODE}_SI	The map of the child object (Portail) has a name variable according to the context (Platform) chosen in TM. The name of this map is the value of the field SI_PF_AER.PFA_CODE followed with the fixed text _SI (suffix for the Site theme). The value of this field PFA_CODE is the one of the current Platform, thus, of the context selected in TM (via PFA_NOM and PFA_INDEX). If the value of the field PFA_CODE of the Platform is MERI, then, the Portail depending on this Platform (Mérignac) is in a layer MERI_SI.


Gestionnaire de Thèmes
1.2 Réseau AS
1.3 Réseau SP
1.4 Réseau cablé
1 Plate-forme
1.1 Batiment
1.1.1 Etage
MERIGNAC
Contexte
DEMO
MERIGNAC
TOULOUSE
OK
Annuler
Appliquer
Gestionnaire de Thèmes
1.2 Réseau AS
1.3 Réseau SP
1.4 Réseau cablé
1 Plate-forme
1.1 Batiment
1.1.1 Etage
MERIGNAC
Composition
Site
Actif
Libellé
Ok
Items
Région aérienne
Plate-forme
Site
Zone
Cloture
Portail
Point coté
Courbe de niveau
OK
Annuler
Appliquer
Selection des elements a representer - Echelle : 295
Etat
Repres.
Carte
Couche
Pt Lg Su Tx Ce Co Ib
Ech. min
Ech. max
MERI_SI
PORTAIL
dummy
dummy
0
99999999
TOUS
INVERSION
AUCUN
PORTAIL (Localisation)
(SERVER:sinpa_demo)
PLATE-FORME ->
(S)*
MERIGNAC
- (S)
MERIGNAC
ID PORTAIL
(S)*
PO
TYPE
(S)*
02
- (S)
Coulissant
HAUTEUR (m)
(S)*
- (S)
FERMETURE
(S)*
04
- (S)
Télécommandée
ACCES
(S)*
05
- (S)
Caméra
STATUT
(S)*
02
- (S)
Privatif
TRAITEMENT DE SURFACE
(S)*
02
- (S)
Peinture
NUMERO
(N)

17_ How do I save OLE server in the registry ?

>> *Cf on page 22 (section '3.1Configuring shortcut > Section on the application you want to start')*

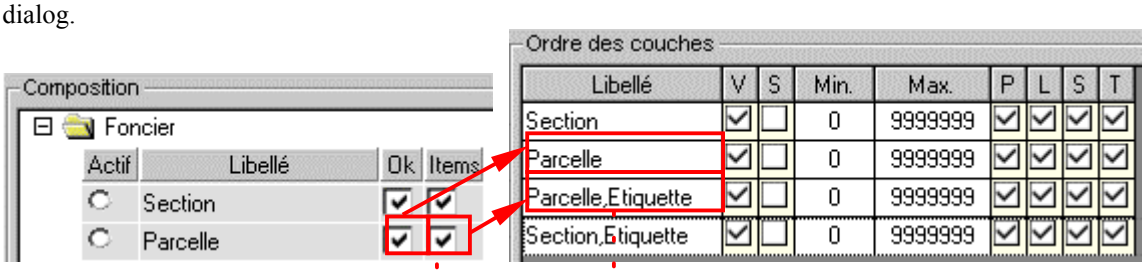
18_ How do I set only as 'Information' the graphic layer of the TM active object ?

As from V2.2.5, you can define an additional variable in the .INI file. This will assign the 'Information' status to the layer of the active object. By default, this variable does not appear in the configuration file and the layer of the active object (or only the graphic nature) declared in the OO DB is automatically set as 'Modifiable'.

>> *Cf. 'Editable' variable on page 34 (§' 3.4 Content of .INI file')*

19_ How do I modify the label of an Item (layer additional to object) ?

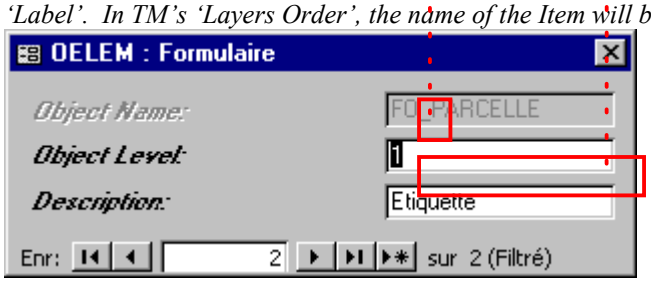
In TM an additional background layer can be loaded to an object. In that case, the 'Items' option in 'Composition' dialog is available. When the Item is loaded, it appears in the list of objects of the 'Layers Order' dialog.



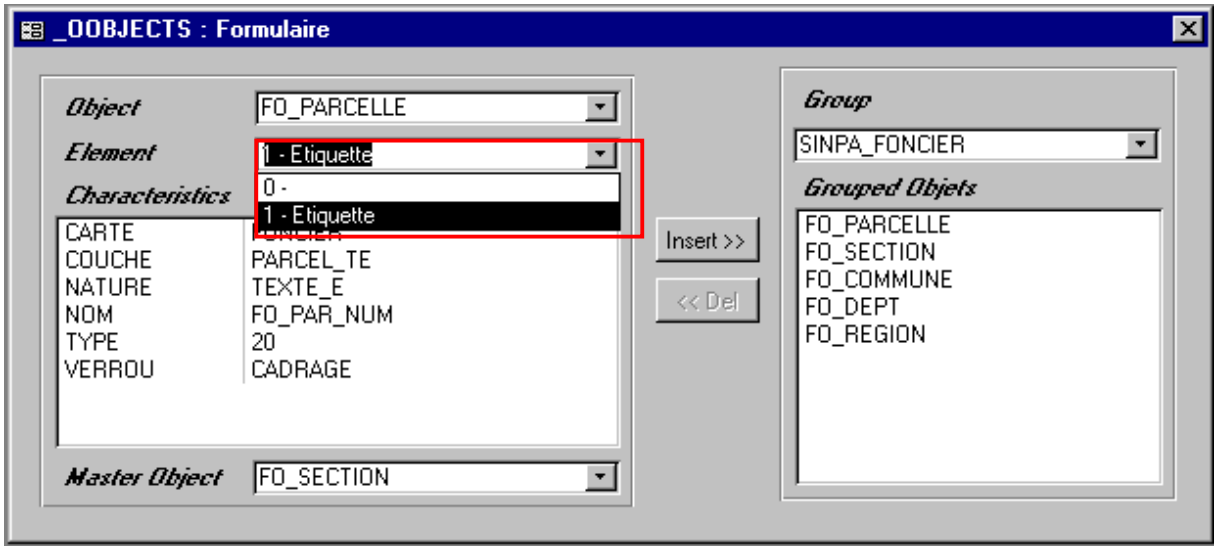
>> Do as follows in the OObjects DB so that the Item has a label different from the master object, as shown by the screen dump here above:

1. Create a 2nd 'Element'. Right click, 'Add' command and encode the values as shown by the example here under.
   The text encoded in 'Description' will suffix the name of the master object in TM's 'Layers Order' dialog.

   Example : For the FO_PARCELLE object whose description is 'Parcelle', a 2nd level is defined whose name is 'Label'. In TM's 'Layers Order', the name of the Item will be 'Parcelle, Etiquette'.



2. Define the Characteristics of the Item just like for a master object. Customize therefore at least MAP and LAYER.


_OOBJECTS : Formulaire
Object
FO_PARCELLE
Element
1 - Etiquette
0 -
1 - Etiquette
Characteristics
CARTE
COUCHE
NATURE
NOM
TYPE
VERROU
PARCEL_TE
TEXTE_E
FO_PAR_NUM
20
CADRAGE
Master Object
FO_SECTION
Insert >>
<< Del
Group
SINPA_FONCIER
Grouped Objets
FO_PARCELLE
FO_SECTION
FO_COMMUNE
FO_DEPT
FO_REGION

CHAPTER 6 : WHAT'S NEW

6.1 Enhancements and Innovations in V2.2.5

▷ In configuration panel :

- Modification of the interface of the configuration panel of the .INI file. Clearer header and simplified variable parameters.
- Comments inserted into .INI file to ease manual configuration.

▷ In TM 'Layers order' dialog :

- Layers are now moved before, and not after, the destination object. This new system solves the problem that it was impossible to place an object at the top of the list in one sole operation.
- It is now possible to assign the same status to a selection of layers by clicking directly on the concerned column. Till now the only way to enable the parameter of your choice was to click on the header of the column. Both methods are now possible.

▷ In TM 'Composition' dialog :

- In the previous TM version, if 2 objects were defined on the same layer with different graphic natures, the nature taken into account was the one defined first in the list of objects. From now on, in v2.2.5, the active graphic nature is the one defined in the OO DB for the active object in TM.
- The loading and unloading of an image layer object is correctly managed in a GIS-TM application (version 6.1.3 mandatory).
  The image object is automatically loaded as background of the vector objects already displayed in the graphic window.
  The unloading of an image layer object is now complete. Till now indeed, only the STAR vector layer of the image layer was unloaded and if the user had access to it, he had to delete manually the IMG layer in the layers manager Ctrl+R. With TM V2.2.5 and STAR GIS V6.1.3, the unloading of an image layer object deletes the STAR vector layer and the IMG layer.
- It is now possible to setup a TM application in read mode only at graphic level. In the previous versions, enabling an object in TM automatically assigned the 'Modifiable' status to the layer of the concerned object (or only to the graphic nature) declared in the OO DB. The user could thus modify the contour of an active object even if his/her profile was limited to query.
  From now on, if the TM administrator wants to limit the layer of the active object to the 'Information' status, s/he can add at the end of the .INI file, the variable Editable=False. In that case, the query profile of the TM application is guaranteed at the graphic level.
  In order to prevent access to alphanumeric update, simply modify as usual the STAR GIS session and delete the VWUPDATE profile.